

\$2.25



CodeHead Utilities

Turbo-816 Info #5

Double Click Utilities

Hard Drive Myths and Mysteries

WAACE Show Report

A Grim Fairy
Tale

Atari 8-bit
Disk Drives

The Atari Association of
Developers

AtariWriter+ Tutorial
Part IV

Wico ErgoStick Review

The Right Brain

and MORE...



1989 Antic Award Winner

The Graphics Image Scanner for the Atari 8-bits! Now, Easy Scan II is even better! Supports graphics modes 8, 9, 10, 11, and 15. Saves images in the standard 62 sector format. Excellent for: User Groups, clubs, churches, and others! Use with: Banners, flyers, posters, and more! Requires - XL/XE/XE-GS with 128K (or more) and Epson graphics capable printer. **Only: \$99.95**

Print Shop Drivers

Now you use your "incompatible" printer, with Print Shop and Print Shop Companion! Does NOT modify your original disks!

Only: \$14.95 each, for your choice of the following printers: Atari 1020 Printer/Plotter (in 1 of 4 colors!), Okimate 10 (black only), Epson LQ-500/800 (24-pin compatibles)

Memory Upgrades

Memory Upgrades are NOW affordable again! All kits below INCLUDE RAMs and software! 128K & 192K upgrades are 100%-130XE Compatible. 256K and higher upgrades INCLUDE our Ramdrive Utility Package!

Computer	Product Name	Description	Price
600XL	Ramdrive + 64K	(16K to 64K)	\$29.95
800XL	Ramdrive + XL to XE	(64K to 128K)	\$49.95
800XL	Ramdrive + XL	(64K to 256K)	\$79.95
65XE	Ramdrive + 128K	(64K to 128K)	\$39.95
65XE	Ramdrive + 320K	(64K to 320K)	\$79.95
130XE	Ramdrive + 192K	(128K to 192K)	\$39.95
130XE	Ramdrive + XE	(128K to 320K)	\$69.95
130XE	Ramdrive + 576K	(320K to 576K)	\$69.95
XE-GS	Ramdrive + XE-GM1	(64K to 128K)	\$49.95
XE-GS	Ramdrive + XE-GM2	(128K to 192K)	\$39.95

XF35 Kit

Now, XF551 owners can convert their drive to the newer 3.5" format, and have a MASSIVE 720K of storage! Works with MYDOS, SpartaDOS, and the SpartaDOS X cartridge. Excellent for: BBS use, Hard Drive backup, or use as a "mini hard drive!". Includes Upgrade ROM, adapting cables and complete instructions. (3.5" drive and cage not included) **SALE Price: \$29.95**

Happy Doubler

Happy 1050 owners can now program their drives to be fully compatible with ICD's U.S. Doubler, including formatting disks in the U.S. skew! Also allows you to re-program the drive numbers up to D8! Completely software based, only 1 needed for as many Happy 1050s as you you may have! Also includes FREE Happy and Doubler type utilities! **Only: \$19.95**

Imitator Controller

Happy 1050 owners can now go from the Fast or Slow modes, with the flick of a switch! Has another switch for write-protect, meaning "no more disks to notch!" Also has a two-color LED for monitoring the write-protect status. Easy to install, NO soldering required! **Only: \$39.95**

IC1050 Controller

For ALL 1050 drives - Similar to our Imitator Controller, except without fast/slow switch. **Only \$29.95**

SIO Port Box

Has 4 SIO ports to solve the weak signal problems, by allowing you to plug multiple peripherals in one box. Also solves the "dead end" peripherals, like the 410, XM301, and most printer interfaces. NO power required. **Only: \$39.95**

SIO Switch Box

Allows you to control 2 computers with one peripheral setup, OR, 1 computer with 2 peripheral setups! Has 3 SIO ports and a switch for: 2-in and 1-out OR 1-in and 2-out. Also solves the problem of using 2 devices that draw their power from the computer. (like the XM301 Modem, P/R Connection, and most printer interfaces). NO power required. **Only: \$49.95**

ICX-85 Keypad

Finally, a numeric keypad for the 8-bits, that does NOT require the use of handlers! Works with ALL your software! Excellent for: programmers, spreadsheets, data base, and more! Deluxe version (for XL/XE/XE-GS) has the 1200XL Function Keys (F1-F4) also. ICX-85 Kit (requires Hong Kong made CX-85) - **\$29.95**
CX-85 Keypad - **\$49.95**, Deluxe CX-85 Keypad - **\$69.95**

Modem Mouth

A small device that allows modems that do NOT have an internal speaker (like the 1030 and Avatex) to "hear" what is going on! (busy signals, disconnects, recordings, etc.) Also works as a phone line monitor. Easy to use, just plugs in. **Only: \$29.95**

Xformer Cable

Now, along with the Xformer Software (available separately from Darek Mihocka), you can run many Atari 8-bit programs on your ST or Mega! Allows you to plug an 8-bit disk drive or printer into the ST or Mega! Also works for transferring text and AMS music files as well. **Only: \$19.95**

Ordering Information

USA - Add \$3.50 for S&H. COD is available for \$3.00 extra.
APO/FPO - Include \$3.50 for S&H, in U.S. funds. Canada/Mexico Include \$7.00 for S&H, in U.S. funds. Other Countries Include \$10 for S&H, in U.S. funds.

Innovative Concepts (I.C.)

31172 Shawn Drive, Warren, MI 48093

Phone: (313) 293-0730

CompuServe EMAIL ID: 76004,1764

Dealer, Distributor, and User Group Inquiries welcome!

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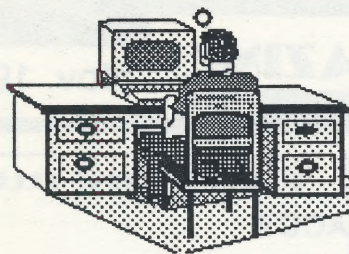
Seasonal Artwork from Steve Volker, President of the Tri-City Atari Group.

Managing Editor: Patricia Snyder-Rayl
Editor: Bill Rayl
Artwork: Steve Volker

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Editorial Ramblings

This is a sad story, but one that needs to be told. Anyone who has recently purchased TOS 1.4 or is thinking about buying the new ROMs, pay close attention. Although this incident occurred in Michigan, it may well be happening elsewhere.

Shortly after hearing from Atari that TOS 1.4 was available to dealers, we contacted a local dealer (who shall remain nameless) to get our two STs upgraded. We were told it would take a few days to get the TOS 1.4 chips in, but we could get them for only \$99 installed. Since that was Atari's "suggested retail" for the chips alone, it sounded like a good deal. We got them installed within the week and went home quite happy.

Nearly a month passed. Everything was working fine until we got a copy of DC Utilities and a couple of the programs in the package simply wouldn't work for us. In contacting Michael Vederman of Double Click, he informed us that we had a BETA version of the developer's TOS 1.4 in our machines! In disbelief, we called Atari and found that the public release of TOS 1.4 has a default system date of April 16 (4-16-89). Ours had a date of February 22. They were indeed illegal PIRATED copies of the developer BETA ROMs!

We contacted the store we purchased the ROMs from and were then told that they indeed did not come from Atari but were supplied "by a local distributor." The store owner was unwilling to tell us who this distributor was. We began contacting other stores in the area, and we found two more stores willing to admit they were selling TOS 1.4 chips that had not come directly from Atari. These stores both were more than happy to tell us where they got those chips.

It seems that Innovative Concepts of Warren, MI has been burning illegal versions of TOS 1.4 into EPROMs and selling them to local stores. These stores, whether knowingly or not, have been selling pirated TOS 1.4 to their customers. We attempted to contact Innovative Concepts for comment, but they were unavailable and did not return our call.

At this time, we do not know how many of these pirated copies of TOS 1.4 have been sold/installed by the Detroit area stores. If you have purchased TOS 1.4 recently (no matter where you are!), please boot your system with no clock installed and check the system default date (use CONTROL.ACC, for example). If the date is anything but 4-16-89, you probably have an illegal copy of TOS 1.4. To make matters worse, some pre-release versions of TOS 1.4 have NASTY bugs in them. The worst one reportedly can blow away all files on your hard drive under certain circumstances.

If you were sold a copy of TOS 1.4 that is other than the 4-16-89 release, contact your local dealer and request that he replace the illegal chips with a legal version of the ROMs DIRECT from Atari...or get your money back.

If you're planning to buy TOS 1.4 in the near future, make sure you specifically ask if the chips are direct from Atari. According to John Townsend of Atari, official TOS 1.4 ROMs are only available directly from Atari to the dealers. If your dealer tells you otherwise, he's lying. Also, ask to see the chips before they are installed...legal versions have labels with the 4-16-89 date and the word "Rainbow" printed on them.

We hope that ST/Mega dealers everywhere have the good sense not to try to cheat your customers by selling them illegal versions of TOS 1.4. We urge dealers who have done this in the past to stop, apologize to all purchasers of the illegal chips and offer to replace those chips free of charge.

We also hope that Innovative Concepts has the good sense to quit making illegal copies of the TOS ROMs.

Regardless of what happens in the future, Atari has been fully informed of the whole situation. Where it goes from here is in their hands.

Bill and Pattie Rayl

For 520ST, 1040ST, 520STfm and MEGA

MEMORY: EXPANDABLE CPU CASES:

Expand your ST's memory to ONE Megabyte, TWO and ONE-HALF Megabytes or even FOUR Megabytes with tech-specialties plug-in memory modules. All memory boards fit under the R/F shield. The CPU is completely available for any future enhancements (blitter, coprocessors, PC-emulators, speedup kits etc.). No soldering is required.

520ST modules use 256K DRAMs for upgrades to 1 MB and 1 Megabit DIPs for 2-1/2 and 4 MB upgrades. All boards are fully socketed and the expandable boards can be configured for either 256K or 1 Mb chips. This means that you can start by upgrading your 520 to one Megabyte and later move up to either 2.5 or even 4 Megabytes—the maximum for any ST, even the Mega! Installation is completely solder-free. Comes with detailed illustrated instructions and a one (1) year limited warranty.

expandable boards:

520A	Socketed, no RAM	\$129.
520B	1 MB, socketed	\$179.
520C	2.5 MB, socketed	\$395.
520D	4MB	\$545.

non-expandable boards:

520-2	Socketed, no RAM	\$79.
520-1	upgrades to 1 MB	\$149.

Upgrade your 1040ST or 520STfm just as easily!

Send us your **520STfm** and we will upgrade it to ONE Megabyte by installing a second bank of memory, easily removable in case you want to upgrade again. Complete with installation for only \$149 plus shipping.

Or install one of our **1040** (fits 520STfm too) memory boards and upgrade your ST to 2-1/2 or even 4 Megabytes. There are nowadays four (4) different versions of the 1040/520 motherboards around. If you bought your ST less than 2 years ago, you need to check your machine, detailed info in our catalog.

Version "0" fits all 'old style' 1040/520 with 6 ROM chips under the power supply. Limited space above the 1040 mother board prohibits the use of conventional sockets in one bank. Optional "ZERO Height" sockets allow you to have this bank socketed too, so you can plug in or exchange 1 Mbit chips. The "ZERO-Height" socket kit is also available separately so you can install it at any time!

1040A	1 Bank sockets, no RAM	\$110.
1040B	Fully socketed, no RAM	\$149.
1040C	2.5 MB + 1 bank sockets	\$365.
1040D	4 MB, 32 1 Mb DRAM installed	\$565.

Version "1" fits all 1040/520 with the memory chips under the power supply. Available room prohibited the use of "DIP" packaged chips. The main board is only 6.4" x 2.9" and needs "ZIP" packaged 1 Mb x 1 DRAM. It fits in the area under the power supply with the shield installed and stays 0.5" away from the CPU to allow attachment of other upgrades. More details in our catalog!

1040A1	no sockets, no RAM	\$110.
1040B1A	1 bank socketed, no RAM	\$149.
1040B1	completely socketed, no RAM	\$189.
1040C1	2.5 MB, no sockets	\$334.
1040C1A	2 MB installed, 2nd bank socketed	\$365.00
1040D1	4 MB installed	\$495.

Upgrades for version "2" of the 1040/520 motherboard should be available in a month!

All upgrades can be equipped with a Clock Option on the Memory Board, comes with software, only \$30. Stand-alone CLOCK, please specify 520/1040 and your version of the motherboard \$38.

EXPANDABLE Hard Drive Kits

come complete with software and all parts needed to get the system operational, 1 year ltd. warranty. There are right now three different case styles available:

1. Tower Type, 10" wide x 6.8" high x 15" deep, if sitting on your desk with monitor on top, with full SCSI interface and 'DMA-through'

-150 W PC power supply w/fan

-room for up to 5 half height hard drives or combination full/half height

-mounts on floor, under desk or on desktop

-can power up 520ST and external floppy drives.

-optional delay circuit for CPU allows fully automatic power-up!

T0S	No Drive, install your own emb. SCSI drive	\$265.
T0	No Drive, MFM controller	\$299.
T0R	No Drive, RLL controller	\$475.

Complete with drive mechanism:

10 MB	\$485.	20 MB	\$565.	30 MB	\$695.
40 MB	\$745	64 MB	\$795	85 MB	\$895.

2. Monitor Style, 13.25" wide (same as MEGA) x 15" deep x 3.8" high with single port host adapter

-ready for up to three 1/2 ht or 1 each full/half ht. hard/tape/floppy drives

-55 W power supply with 115V fan

-can be placed under monitor or at side of your desk

M0S	No Drive, install your own emb. SCSI drive	\$179.
M0	No Drive, MFM controller	\$295.
M0R	No Drive, RLL controller	\$365.

Complete with drive mechanism:

10 MB	\$395.	20 MB	\$495.	30 MB	\$545.
40 MB	\$685.	49 MB	*\$625.	64 MB	\$795.
85 MB	*\$795.				

3. Desktop Style, 4.5" wide x 6" high x 13" deep with single port host adapter

-ready for 2 1/2 height or 1 full height drive

-55 W power supply

-optional fan available (add \$18)

D0S	No Drive, install your own emb. SCSI drive	\$149.
D0	No Drive, MFM controller	\$279.
D0R	No Drive, RLL controller	\$349.

10 MB	\$355.	20 MB	\$475.	30 MB	\$525.
40 MB	\$695	49 MB	*\$595.	64 MB	\$725.
85 MB	*\$745.				

ATARI MEGAFILE:

Replace the 20 MB drive in your MEGAFILE 20 with a 42 MB 40 ms autoparking drive. Comes with a 1 year warranty on the drive mechanism. Exchange price including installation with your drive in good condition: \$260., \$369. outright.

Gain 65 MB of high speed (22ms av., 5 ms track to track) storage. Exchange with installation: \$360., outright \$449.

SUPRA 20/30 and ASTRA 20 MB:

Upgrade to 49 MB high speed storage with auto parking, 500 K/s transfer rate. With installation and transfer of your existing files: \$379.

Host adapter cards are separately available and come with software and DMA cable or additionally with case and 6' round shielded SCSI cable with embedded power supply lines. Prices after the "/" are for version with case and cable. 1 port \$79/119 full SCSI \$119/159

Upgrade 520/1040 to the MEGA standard.

* Separate CPU and keyboard, gain space for three each 3.5"/5.25" floppy, hard or tape drives in two separate drive bays. Full height drives will also fit.

* A 150 W power supply with fan provides power for all possible combinations and keeps everything cool

* Reset button on keyboard

* A delay circuit allows fully automatic HDD power-up.

* Monitor can be switched on/off with CPU, using an optional cable.

* Our kit uses a steel case 18" wide x 12" deep x 8" high, easily strong enough to support a high resolution monitor.

* The original keyboard gets a low profile enclosure, 18.7" wide x 7" deep x 2" high, consisting of a metal bottom part and the modified plastic top of the original case, supplied as exchange or you do the modification your self. The kit comes preassembled and installs without soldering. All mounting kits, wire harnesses and connectors to modify a standard machine are included.

Complete kit, please specify your machine type \$295

OPTIONS:

Hard Drive kits for the CPU case consist of host adapter/controller with support bracket if necessary, DC harness and control cabling and might also be used with customer supplied case/power supplies. Kits with controller cards come with connections to two 5.25" drives. Kits for embedded SCSI drives come with one SCSI connector. Additional connectors \$8. installed.

C0S	No Drive, install your own emb. SCSI drive	\$99.
C0	No Drive, MFM controller	

C0R		No Drive, RLL controller		\$299.	
20 MB	\$415.	30 MB	\$465.	40 MB	\$595.
49 MB	*\$525.	64 MB	\$725.	85 MB	*\$685.

Cable sets to connect additional 3.5"/5.25" floppies also available, please see catalog.

KEYBOARD KITS:

We noticed quite a lot of interest for our keyboard parts used in the CPU CASE. Keyboard kits consisting of metal bottom case, connecting cable with reset and modified plastic tops on an exchange basis are available separately for \$69., please specify your machine type.

Space limitations don't allow a more detailed descriptions. For complete 20 page catalog contact:

tech-specialities Co.

909 Crosstimbers

Houston, TX 77022

(713)691-4527/8

FAX: (713)691-7009

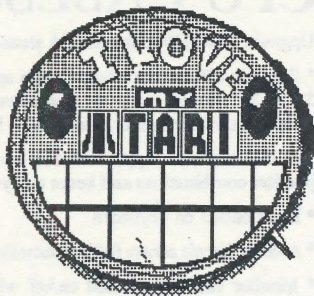
We ship COD (\$3) or prepaid (5% discount), sorry no credit cards! Add the following amounts for shipping and handling:

memory upgrades and host adapters, 1st unit \$5, add. units	\$2
Hard Drive kits/CPU cases without drive	\$10/\$20
with drive - special shock resistant packaging needed	\$20/\$30

Texas residents and willcall customers add 8% state sales tax.

Above prices are correct on 10-20-89. Prices with a "*" are PREPAY SPECIALS, no further discount available.

520ST, 1040ST, 520STfm, MEGA and MEGAFILE are trademarks of ATARI Corp.



Atari Bulletin Board

by Bill and Pattie Rayl

Atari Corp. News

Sig Hartmann has finally validated rumors of his leaving Atari. He announced his retirement from Atari effective Nov. 1st of this year. Sig had been denying rumors of his pending retirement since it was first announced in the online publication "ST Report" some months ago. No official word has come from Atari about who will take over Sig's responsibilities.

Atari has named a new president of Atari Computer Division, Mike Moran. Bill Crouch has also been named to replace Mike Dendo, who recently vacated the position of Vice President of Sales.

Portfolio News

Interfaces for the Portfolio have been shipped, so you can now purchase the necessary cable/interface to connect a Portfolio to an IBM compatible. Although no figures were available at press time, Atari has stated sales of the Portfolio are very good.

Atari recently placed a 2-page, full color ad for the Portfolio in the "American Way" in-flight magazine for American Airlines. The title on the ad was "Put a Rocket In Your Pocket," showing off Atari's latest "palm-top" computer.

Bob Brodie Visits St. Louis

User Group Coordinator Bob Brodie is scheduled to travel to St. Louis at the beginning of this month to attend a multi-brand computer show hosted by McDonnell Douglas. He plans on speak-

ing to the Atari clubs in the area at the same time.

On-line News

The Atari Revolution has been making a stir recently. The Atari Revolution is a user-based marketing scheme to promote the Atari line of computers. Developed by Donald Thomas, Jr. of Artisan Software, "The Handbook for the Revolution" contains a 1990 "Calendar of Events" including a week of "Call Sam Tramiel," a "Mailing" week where you stamp all your letters with "Join the Revolution, buy an Atari Computer" and "Call the President" day where you call President Bush and wish him a "Revolutionary day." At the recent WAACE AtariFest, Atari User Group Coordinator Bob Brodie said Atari has reviewed the proposal and they support this grass-roots revolution in Atari computing.

The AAD

Out of the WAACE show also came the newly-formed Atari Association of Developers. This is an organization of Atari developers banding together to help each other and to improve relations between Atari Corp and its many software and hardware developers. A special area on GENie is set aside for the AAD. For more information on this organization, please see the article elsewhere in this issue.

Fast Technology vs. PC Speed

The Turbo16 16mHz board for the Atari ST from Fast Technology is receiving rave reviews from on-line owners. Jim Allen, vice president of Fast Technology,

also had some harsh words for MichTron and their new German-import IBM emulator, PC Speed. More specifics are available on GENie, but Jim criticized MichTron for marketing a "hardware hack" in the niche market of another Atari developer, namely Avant Garde.

Blitz

Another hardware project (this one public domain) has appeared on-line. Blitz is a software/hardware disk duplicator costing about \$20 in easy-to-get hardware parts. Blitz is also called "The Happy Killer" because it will back-up copy-protected disks at a fraction of the cost of a Discovery Cartridge.

Writer Dies in Quake

There was a bit of sad news posted on CompuServe concerning the death of John Anderson, a long-time contributor/editor to such publications as Creative Computing, Atari Explorer and Computer Shopper. John was killed during the San Francisco earthquake. Most recently, John was employed as a senior editor of MacUser magazine. He leaves behind a wife and two children.

Released Products

Gadgets by Small has started shipping the Spectre GCR cartridge. According to Dave Small, they are back-ordered about a month. If you sent in for your GCR, you may have a short wait before you get your cartridge, depending on where you are in the "queue." Gadgets by Small, (303) 791-6098.

CodeHead Software has announced a major update to Hotwire (now at version

1.4). This "GEM-based shell" now features a "Ledger" function that keeps track of the time you spend in each program, a resident corner clock that can be turned on or off for each program you run, the ability to set an individual password for each program you use, direct access to desk accessories via MultiDesk and CodeHead's new MaxiFile (read on!).

Along with this new version comes a major update of MultiFile (which comes as part of the CodeHead Utilities reviewed elsewhere in this issue). Now called MaxiFile, the program allows you access to any disk/file operations you could possibly want, including disk formatting and all the features found in MultiFile. Additional features include the ability to enter up to three lines of description for each file (similar to the Macintosh Finder's "Show Info" function) and selection of multiple templates to show files with several different extensions at one time.

Hotwire and MaxiFile have been bundled together as Hotwire Plus and is available for \$49.95. MaxiFile may be purchased separately for \$24.95. Current owners of Hotwire can upgrade to Hotwire 1.4 for \$5 plus their original disk or can purchase both Hotwire 1.4 and MaxiFile for only \$15. Current owners of CodeHead Utilities can purchase MaxiFile for only \$15. If you're confused by all these prices or want more information, call the CodeHeads at (213) 386-5735.

Practical Solutions has announced they are shipping their cordless mouse. This tail-less mouse retails for \$129.95, but Practical Solutions says many User Groups have taken them up on their offer to register to receive all Practical Solution products for only \$25 because of the new cordless mouse. For more information, call (602) 322-6100.

New ST Games

Several games have been released for the ST in the last month. Broderbund has released the ST version of the very popular Shufflepuck Cafe. This game has been available for some time on other computers and has finally appeared on the ST. Shufflepuck is a form of fast air hockey played against a variety of opponents.

Electronic Arts has released F/16 Combat Pilot and PowerDrome. F/16 Combat Pilot is the first fighter simulation game to include squadron strategy, with your choice of flying as combat pilot or squadron leader. PowerDrome is a car race set in the 25th century, and your car has wings too!

With the revival of old comic book heros recently, IntraCorp has released Superman: the Man of Steel. You (as Superman) have to defeat your two arch-enemies Darkseld and Lex Luthor who have joined up against you...and in your spare time, you can save the Governor's party when his yacht (complete with Lois Lane) is hijacked.

Computer Shows

The WAACE show last month was, from all accounts, very successful. Approximately 3,000 people attended from a number of states around the VA/MD area. For more information on the show, please see the related article later in this issue.

NEO-STAG, the NorthEast Ohio ST Atari Group, is sponsoring a one-day show featuring the ST and Mega on December 2. The show is held in conjunction with the Girard Free Library at 105 E. Prospect in Girard, Ohio from noon until 4 p.m. Admission is free. For more information, contact Chet Walters at (216) 539-6033.

Any club sponsoring a computer show may wish to contact us with their information, and we'll be sure to include it here. Plus, we offer to run a half-page or smaller advertisement for the show free of charge!

The ToadFile 44

The first LOW PRICED Removable Cartridge Hard Disk Drive!

We at Toad Computers wonder why good technology always has to mean high prices and long waits. We have the Toadfile 44 now, available in varying configurations with fixed drives up to 129 megabytes, while other companies are still telling you to wait. We also have the **lowest price** available. We use the same drive Atari™ will be using in their drive, and compatible cartridges will be available at your Atari™ dealer, or through us. Finally, the capacity of a hard disk with the convenience of a floppy. Only from the leaders! Toad Computers.

ToadFile 44 - ONLY \$899!

Basic unit includes drive, one 44 megabyte cartridge, case, power supply, fan, ICD™ host adapter, clock, formatting and partitioning software, and a 3' DMA cable. Please specify an under-the-monitor case or a shoebox style case. Both may hold two 5.25" or 3.5" drives. Extra 44 MB cartridges are \$99 when purchased with drive, or \$109 later.

ToadFile 44 Variations

ToadFile 94 (44 MB Cartridge + 50 MB Drive 40ms time).....	\$1279
ToadFile 109 (44 MB Cartridge + 65 MB Drive 40ms time).....	\$1309
ToadFile 129X (44 MB Cartridge + 85 MB Drive 28 ms time).....	\$1399
ToadFile 88X (2 44 MB Cartridge Drives & Carts, 25 ms time).....	\$1549
ToadFile 44S (44 MB Cartridge Drive, Case, Power & SCSI In).....	\$799
ToadFile 44D (44 MB Cartridge Drive Only, No Power or Case)....	\$699

Toad Hard Disk Drives

Toad 30 Drive 40 ms Access Time 3.5" Mechanism.....	\$539
Toad 50 Drive 40 ms Access Time 3.5" Mechanism.....	\$599
Toad 85 Drive 28 ms Access Time 5.25" Mechanism.....	\$709
Toad 100 Drive 40 ms Access Time 2 3.5" Mechanisms.....	\$899
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The Right Brain

by Paul Stampfli (El Paso)

Well, here we are in sunny, beautiful El Paso, Texas. Home of the brown Christmas and the hot taco. Home of dirt, dust, drug smuggling and dancing senoritas. Home of some of the "hottest duck hunters" (Army Air Defense Artillery) in the world and about half a million souls just trying to make it through their lives, raise their young, and have a place for themselves to grow old.

It could be any town anywhere in America with very few changes. But it's the home of the El Paso ST Club, or is that the ST Club of El Paso? You know, I never really found out, and I'm not sure that I care, nor if it even matters.

Reading MacWorld

I've been reading again. (Now for those of you that don't know, every reader of this magazine in El Paso county just said a bad word and turned the page. You Midwest types may continue now.)

I read the September 1989 issue of MacWorld. Although I still don't have any reasonable idea how their machine works, nor why it's going for two to three times what ours is, I see that they have the same problems that we do.

Deborah Branscum wrote an article that especially hit home with me. It's called THE GOOD FIGHT, and if she's reading this, "Thank you!" She speaks of the Boston Computer Society whose Mac only group is 12,400 members. No, that's not a typo, *Twelve Thousand and Four Hundred* members. The New York group NYMUG is 1500 members and the Berkeley, California group (BMUG) has

8000. Makes me feel like very small potatoes, I'll tell you that for sure! (Last time I checked we had, oh, maybe fourty members, of which maybe thirty are active and maybe three to five really work at making the club go.)

Gargantuan Clubs

I was thinking, while I was reading this, about all the things that our group could do with a thousand users. What a THOUGHT! We could use the money to buy club-owned hardware so the same three or four people wouldn't have to keep lugging their systems in twice a month.

We could probably invest in a lot of advertising, manuals, tech support stuff, and maybe even have someone part-time to answer a club phone and put together information for us. Wouldn't that be neat! Our work and play would become so much easier. Wouldn't it? Or would it?...

Let's see, \$20 per member times 1000 members, that's \$20,000 a year to use for the club. That would sure make things reachable. But where should we meet? The civic center? The coliseum?

Is Bigger Better?

How many STs would we have to bring in so that everyone could see what was being demonstrated? How would we EVER link them all together so that the same thing happened at the same time? Who would give those demos? The last few times I've tried to demo something, I felt like I had been in a street fight afterwards.

How could you EVER answer the questions of 1000 people at one meeting? Would the club president know ALL the

members by sight? Could we still offer door prizes and drawings and things? Would we all be able, still, to laugh at each other's mistakes and learn from them? I doubt it.

Entertain Me Syndrome

I don't know about the other big groups, but the big Mac groups appear to be suffering from the good "new" American axiom of "You owe it to me; give it to me!" that is pervading so much of our society. Groups have technical support hotlines, paid employees and corporate members and sponsors. How can you really KNOW the people in an organization that large? Sounds like a business in itself to me.

No, I like our little group. I wish that we had more support, more membership. I wish that we had more members who would *contribute* their time and efforts the way that Tim, Morris, Norm and a few others have. Those few can't keep carrying the flag for all the individuals in our group forever.

But for now, our little club is doing just fine. We are learning, and growing and making friends along the way. Kinda sounds like life, doesn't it?

[Editors' Note: Paul, there are still many members and past officers of MACE who remember the "hey day" of the Atari Clubs, who remember when MACE's annual membership was around 2,000 families and who remember filling a large section of the Southfield Civic Center. They most likely have a different perspective on the "giant club" situation you've touched on. Their views are most welcome.]

Turbo-Info # 5

New 65c816 Instructions

by Chuck Steinman (DataQue)

This is the fifth installment of a multi-part information article on the Turbo-816 from DataQue Software, for the Atari XL/XE computers. The previous installments went over the basic system, memory, and OS. This article will cover some of the new 65c816 instructions.

Emulation in the 65C816

The Turbo-816 can operate in either its native mode, or the 6502 emulation mode. While in the emulation mode, the processor has many of the same limitations as the 6502. Even while in the emulation mode, many new instructions are available.

Some are of little use, because of being limited to the 64K addressing range of the 6502. Many of the new instructions allow for smaller, faster code. Other instructions offer power which was previously not feasible or practical.

PEA, PEI&PER Instructions

Of particular use are the PEA, PEI, and PER instructions. These allow the programmer to push data onto the stack, without using one of the normal registers. This is extremely useful where parameters are passed between subroutines.

The PEA instruction will push a word-sized value onto the stack. This is extremely handy for parameter passing, since you can pass absolute values or addresses.

You can also pre-load return addresses onto the stack, remembering of

course that you must subtract a value of one from the destination address. PEA is also invaluable for setting the Data Bank, and Direct registers, without using a register.

The PEI instruction will push the contents of two consecutive direct page registers onto the stack. For example, PEI \$22 will push the contents of direct page address \$23 onto the stack, followed by the contents of direct page address \$22. This is very useful for pushing the contents of pointers onto the stack.

The PER instruction will push a relative value onto the stack, which is the relative offset from the current program counter to the word operand. This can be used to generate relocatable subroutines.

Since the offset is pushed rather than the actual address, the location of the code will have no bearing on the resulting value (assuming that both routines are moved an equal amount). The value pushed is a signed word value.

Another pair of useful instructions are the INA, and DEA instructions. These instructions will increment or decrement the current value in the accumulator. It is nice where you just want to change the accumulator by a small amount, ignoring any carry. These can also be coded as INC A, and DEC A by many 65816 assemblers.

Branching Out

The 6502 has a nice set of branching instructions, except it overlooks the occasion where you would like to branch without any test. The reason for wanting to do this is to generate more relocatable code. The 65816 has two versions of branch always instructions. The BRA, which is like the other branch instruc-

tions in that it has a +127/-128 range. The BRL instruction will branch always to an address within a +32767/-32768 range. Both branches are limited to the current program bank.

A unique instruction of the 65816 is the COP instruction. This is an instruction for the (yet-to-be-seen) add-on math co-processor. But not only can it be used for that, but also users may add their own math "co-processor" (or other custom routine). The instruction has a required one byte parameter, which is not directly passed. Like the BRK instruction, the COP instruction generates an interrupt but does not push the operand onto the stack. The COP also has its own interrupt vector.

TRB and TSB Instructions

There are two new instructions for bit manipulations also. The TRB (test and reset bit) and TSB (test and set bit) instructions allow you to do a read-modify-write operation between the accumulator and either a direct memory or absolute memory address. I do not know why they did not allow for a long-absolute or indexed version, which would be useful. Any bits set in the accumulator when the instruction is executed, will clear (TRB) or set (TSB) bits in the specified destination address.

Since there are quite a few more registers in the 65816 than the 6502, there had to be an improvement made in stack handling. The 6502 only had two each of the push and pull instructions. You could push or pull the accumulator (PHA/PLA), and processor status register (PHP/PLP).

The 65816 adds to these instructions to push and pull both of the index regis-

ters (PHX/PHY/PLX/PLY), the direct register (PHD/PLD), the data bank register (PHB/PLB) and the program bank register (PHK). As you may notice, you can only push the data bank register, since popping it would be somewhat difficult to apply.

Extra 16Bit Addressing

Of course, with all of the added addressing capabilities of the 65816, there must be some way to directly call routines outside the base 64K of the machine. There is a JML instruction, which is available only as an indirect jump long. I also consider the JMP ABS_LONG a JML, but the manufacturer does not agree. There is also a JSL, which will call a long subroutine, available only in an absolute addressing mode. There also must be a way to return from one of these long subroutines, which is implemented in the RTL instruction.

A few odd instructions are STP, WAI, and WDM. The STP is used in applications (primarily battery-backed ones) where you need to put the processor into the low-power sleep mode. The only way to recover from this mode is to reset the processor. The WAI instruction is similar to the STA WSYNC that is used in the Atari. This instruction will halt the processor until an interrupt occurs. Unlike the WSYNC, the processor will wait for either an IRQ or NMI interrupt.

The WDM instruction has the most potential. This instruction is the gateway into the 32bit 65832 processor, which includes a math co-processor. After four years of waiting, this CPU has not yet been seen (sound familiar?).

XBA and XCE Instructions

The last two instructions I will cover are XBA and XCE. The XBA allows the programmer to access the upper byte of the accumulator while in either the NATive or EMUlation mode of the processor. It is also handy for a temporary holding place for the accumulator. The upper byte of the accumulator is swapped with the lower byte each time the instruction is executed.

The XCE exchanges the processor status carry flag with the emulation status bit. This is how you move to and from the native and emulation modes. If the carry is set before the instruction, the processor will be in the 6502 emulation mode.

On to Applications

Now that the basics of the Turbo-816 system have been covered, I feel that you are ready to see how a Turbo-Application is designed. I will be using primarily Turbo-Calc as a reference.

I will cover how you make determinations of what resources are available and how to implement dual-function routines, without sacrificing much speed and code size. Remember, if you have any feedback pertaining to the Turbo-816, feel free to write.



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Wico Joystick

by Rich Scheidel (CCCC)

Last year, I received a letter from Wico Corporation concerning the release of a new product, the new Wico Ergostick. I did a report on it at the time and will redo it for AIM. It really is good (the joystick, I'm not tooting my own horn!).

As you all know, the new Ergostick is a joy to behold as well as use. The first impact is visual. This joystick is molded to the contour of the hand, thus reducing hand fatigue. It has a soft shell type covering, making for a pliable, soft feel. Fire button location is ideal, directly under the index finger.

The shape itself is what they call

"ergonomic," which, according to my trusty Websters dictionary, refers to the study of problems of people in adjusting to their environment, or adapting the working conditions to suit the worker. Perfect. What a name for this lil' goodie.

To be appreciated, this stick needed a good workout and that is exactly what it got (and is still getting). The contacts inside are actually small micro-switches that can be heard making contact as you blast away. Response is immediate as I tried the stick on numerous fast and furious type games.

My wife was subjected to close scrutiny as she whipped through the top levels of PAC-MAN. Has anyone else made it that far? She played for several hours straight without realizing the time.

That was a true test to me. She never

played that long before without relaxing and stretching her hands. Dinner was several hours late, but what the hell....she had a new toy.

War was almost declared when she found out I disconnected it to show to the Users Group meeting. Nope, she wasn't going to use the old stick any more. Game time was suspended as far as she was concerned until I returned that "soft" joystick. Oh well.

At the meeting of the Central Connecticut Computer Club that month, it was received with comments of "What's that?" to "Where did you get that...it ain't out yet?!"

Due to club elections which unfortunately took most of the meeting, not all the gamers got to try the Ergostick out. Those who did, however, wanted to buy it then and there! One ardent gamer even proclaimed, "MINE!" and tucked it under his arm. Quick action prevented that (grin!)

Like Wico says, "Playability and responsiveness second to none!" I'm going to have a hard time proving otherwise. I like it. I'm going to have to pick up another one due to my wife claiming this one.

The only, and I mean ONLY, complaint I ever heard was from my wife. You see, she has small hands and the Ergostick is a bit large for her. Even that wasn't enough to stop her from using it though.

Whew! This is starting to sound like ad copy. Can't help it. It really is that good. Try it yourself. It will be at the next meeting of CCCC. Be there and try it out. I'd really like to see how others can work with the new stick. Like the bad guy in ROBOCOP said, "I LIKE IT!"



A Living WICO Joystick at CES

A Grim Fairy Tale of A Fellow and His Computer

by Tim Holt (ST of El Paso)

Once upon a time there was a foolish fellow, whose name shall be changed to Chuck to protect the flaming twit. He was very happy with his 520ST and used it daily for all sorts of clever (HA!) and fun things.

One day, he realized that if his computer had more memory, he could use it for many more neat things, so he set out to upgrade it. While searching for the best way to go about it, he read of another fellow with the same idea. The magazine suggested a particular memory board from a particular dealer in the far off land of California, so Chuck eagerly called the dealer to buy the recommended circuit board.

The dealer, being a kindly fellow, explained that the recommended board would not fit Chuck's computer, because it was too new a model. But, the kindly dealer told Chuck, "I have another board that will fit."

Chuck excitedly ordered the memory board and the memory chips to fill it, with dreams of writing novels and creating innumerable great works of art on his soon-to-be-mighty computer.

A week passed and the board arrived, safe and sound. Chuck scurried to his local electronics supply and bought all the tools he would need to perform the delicate surgery on his favorite toy, his 520. Hardly daring to breathe, he removed the top of his machine, then the shielding over the power supply.

Peering into the depths of his dear computer, he was horrified to see exactly what the installation instructions had

warned him about...the memory chips and not the ROM chips. The board would not fit!!

With great sadness, he called the board's manufacturer, but was told there was no way to make it fit, but a new board that would fit might be available in a month.

Desperate, Chuck called the nice dealer in far-off California. Good news! They had another board that would fit!! Bad news!! They could not warranty the machine unless Chuck sent his computer, his best playmate, his friend, to them in California.

With a heavy heart, Chuck bundled his 520 into a large box and took it to the local UPS office to send it on its way.

A week passed, then two, then three.

Like a doting parent, Chuck called the far-away dealer to find out how his friend was coming along. He was aghast when they told him that his 520 was not there!!

The man on the phone assured Chuck they would look for it, and Chuck called UPS to find out if they had mislaid it. UPS sent him a copy of their delivery receipt, which Chuck faxed to the dealer in California. A couple more weeks passed. Chuck was starting to feel the pangs of computer withdrawal.

Chuck called the dealer in California. He wasn't in... The dealer called Chuck. He wasn't in. They played telephone tag for another week... Chuck was in agony from computer withdrawal.

At last he connected with the dealer, but his computer, his companion, his friend, his playmate, could not be found.

The nice dealer offered several options, and they agreed that Chuck would buy a Mega2 for the regular price

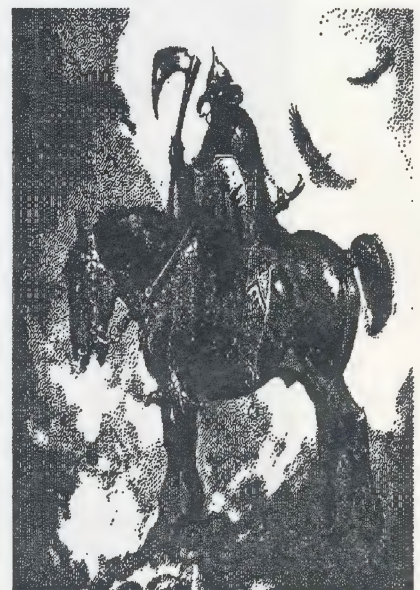
less the cost of a 520 and the memory board that had been returned.

Great!! Chuck was happy, the dealer was satisfied...everything was OK. Right? Wrong! The dealer couldn't take the credit card Chuck wanted to use. What now?

Eventually they hit on a plan. The dealer sent Chuck a new Mega2 COD, and Chuck paid for it with a cashier's check. So Chuck got his two megs of memory, and the dealer has a phantom 520 in his store somewhere.

Moral of the Story

Atari dealers take care of their customers, but take your business to a local dealer so you know where your favorite toy is at all times!!



Atari 8bit Disk Drives

A Fisher Man's Tale and a Sharpe Point of View

by Brent Fisher & Tim Sharpe

Several years ago Brent Fisher suffered a traumatic experience. Like many veteran Atari users, he once had to use a 410 cassette program recorder as his sole means of data storage and retrieval.

For those of you who have never known the agony of using a 410, consider yourself lucky. This antiquity is the slowest and most unreliable means of data storage this side of a Commodore disk drive.

It is now known that an Atari user should not suffer with a 410 for more than a few weeks, lest insanity pervade the user's brain. Brent endured the agony of the 410 for six long months. He is only now just beginning to recover and get on with his life.

Part of Brent's therapy involves the collection of 8bit disk drives. Only by owning many disk drives can he feel the data security he longed for with the 410 cassette recorder. At last count, he owned no fewer than ten disk drives. His psychiatrist says that after he accumulates fifteen drives he will probably feel secure enough to move on to a hard drive (60 meg perhaps).

I also suffered the humiliation of owning and operating an Atari cassette recorder, but fortunately never developed Brent's sickness. I own a single Atari 810 disk drive, which is one of the few drives Brent has never owned. Together we either own or have owned just about every disk drive ever made for the 8bit line of Atari computers.

We thought a commentary on these drives, based not on technical details but

on personal experience, would be informative as well as useful. Let's start with that behemoth known as the Atari 810.

The Atari 810 Disk Drive

Aptly nick-named "Atari's reliable clunker," the single-density 810 is about the size of a mailbox and just as hollow.

I understand there were a couple of different models. Mine has that classic dingy brown color that was bestowed upon the 400 and 800 Atari computers. I bought my 810 used via mail order four years ago and have never had a problem with it. Based upon my experience with the 810, the first word that comes to mind when describing it is "workhorse." Mine simply runs and runs.

But it's a noisy beast, and will emit a loud and unique snarling noise should you forget to close the drive door. It's a disk drive that shouldn't be operated at night when others are sleeping or the neighbor's dogs are outside.

It is also one of the least fussy disk drives I have ever seen; I routinely use old, throw-away diskettes that make some of Brent's drives gag.

I remember a CACE meeting at which I was supposed to give Brent a copy of an article I had written; I used a junky hard-sectored diskette (yeah, I'm a cheapskate) that had proven reliable with the 810. Brent's disk drive of the month, the relatively new XF551, nearly blew a read/write head trying to read that file. Brent's been disgusted with the 810 ever since.

The 810 is one of the most modifiable disk drives around. It's controller chip can be replaced by enhanced commercial chips which can extend its abilities and increase its speed.

These chips allow the 810 to go from

humble to macho in a single bound. In short, don't let the 810's simplistic appearance and noisy operation dissuade you from buying one — there's a bit of elf-magic under that large hood.

I will now yield to Brent, who will expound on the Percom disk drive.

The Percom Disk Drive

G'day one and all. It is a pleasure to rescue you all from the clutches of Tim — to save you all from his ramblings on about his old 810 disk drive.

Now don't get me wrong, I have no serious problems with this disk drive. Well, none other than it is pretty BIG. Of course it is also slow. And then there is the noise factor. But putting all of these things aside, it IS faster than a Commodore disk drive.

Enough of my digression. Today, this very minute, I am here to speak of one of the first (if indeed not the first), and best third party disk drives ever manufactured for the Atari 8bit line of computers: the Percom Data disk drives.

First, I'll start off with a short description of the drive. As far as color goes, the outer metal shell is approximately that of the 810 that Tim has mentioned so admirably above. We are talking Atari's early fascination with the tan, brown, and beige combination.

The drive itself was either a full height or a half height five and one quarter inch mechanism of the dark brown color. Physically, the drive mechanism itself was stood on its side as compared to that of the 810. The drive stood about five and one half to five and three quarters inches tall. Also the drive was about four inches wide and about one foot in length.

I have heard other Atarians complain about the noise that their Percoms made, but I have had no problems personally. I have even been told that mine is one of the quietest drives that anyone has heard.

One of the things I like about my Percom is that it is truly a double-density disk drive. At the time I bought it, I was told that I would never, ever use double-density. Sometimes I still laugh when I think of what I use now, barely five years later.

As far as modifications go, Percom made several versions of the basic drive. First came the single-sided AT series which is one of the drives that I own. Next there was the RFD series, which included double-sided disk drives (no, the XF551 was not the first Atari compatible double-sided disk drive).

One thing that Atari users have been known for is their abil-

ity to take existing hardware and to improve it. One of the knocks against the Percom drives was that you couldn't change the drive to be anything other than drive number one. Well this is not the case any longer.

Inside the drive there is a socket that tells the controller chip just what drive number the drive is supposed to be. By rearranging the jumper wires it can be set from drive one to drive four.

To wrap up this long and lengthy bit of prose that I have been enjoying, I will simply say: If you get the chance buy this disk drive, especially if you are in need of a good one.

By the way, if anyone would like more information both Tim and I can be reached on the CACE BBS, the number being 517-787-4011. And while I'm at it, I can be reached on Compuserve! at 72337,3011.



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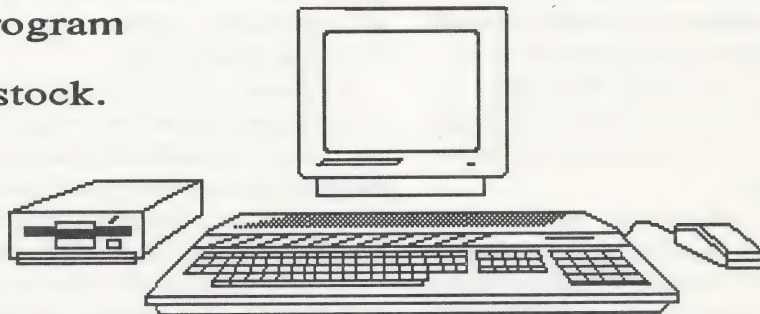
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CodeHead Utilities

by Bill Rayl

The CodeHeads have done it again! Billed as "a collection of useful programs and accessories," the "CodeHead Utilities" disk has something for just about everyone. The "utilities" comes with no less than ten individual commercial utility

any number of selected files. Up to 20 different often-used directory paths can be defined and a single click on one of these paths will take you instantly to that drive/directory.

Within MultiFile, directories can be sorted by name, size, extension, date and no sort. You can even format disks and print disk directories from within Multi-File.

In fact, MultiFile is such a useful program

packed with features that make file manipulation a breeze that purchasing the Utilities is worth it just for this one program! I simply can't do justice to this program without a separate in-depth review, so I won't try to do it here. There are too many other good programs in this package that deserve attention too!

with one keypress, insert a destination disk in the drive and format, write and verify a new copy with just one more keypress. And all with no disk swapping whatsoever.

CodeCopy automatically checks the boot sector of your source disk. If the program finds an executable boot sector, you are warned that the disk may contain a virus.

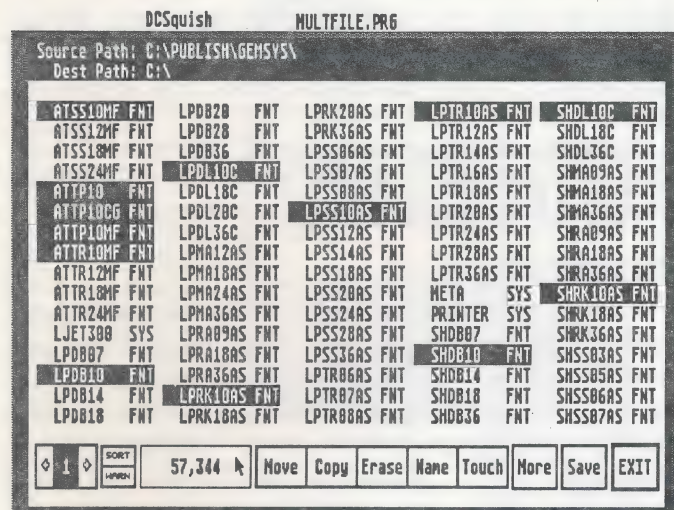
CodeHead RAMdisk

The RAMdisk has a few features that make it stand out from the public domain versions such as YARD or RAMBABY. First, the RAMdisk can take advantage of the extra memory in a Mega2 or Mega4, with sizes ranging from 56K to 2082K! Also, this is the only RAMdisk I know of that, when used in an Auto folder, will NOT cause your ST to reboot in order to install itself. And, of course, the RAMdisk is reset-proof.

As I write this, the CodeHeads have announced that an upgrade will soon be available for the RAMdisk. The new version will allow the user to automatically have the RAMdisk install at bootup, copy files into itself, run those selected files and then remove itself totally from memory. WOW!

CodeHead Print Spooler

A print spooler is very useful in you do a lot of printing but don't have a hardware printer buffer. The CodeHead Spooler is very easy to use. Simply copy the spooler program into your Auto folder and reboot to install it with a default buffer of 64K. This buffer can be modified at any time using the supplied configuration program.



programs/accessories and five more PD/shareware additions.

From a RAMdisk and a disk copier to a print spooler and picture viewer/slide-show program, the package offers the widest and most complete set of general purpose utilities I've ever seen. And, at a retail price of only \$29.95, the CodeHead Utilities are a definite bargain.

MultiFile

Run as either a program a desk accessory, MultiFile gives you the ability to move, copy, erase, rename and "touch" (update the creation/modification date)

CodeCopy

CodeCopy may not be the fastest disk copying utility available for the ST, but in my opinion, it's the best. No, it doesn't make backups of copy-protected software, but CodeCopy should become a standard tool for user group librarians or anyone who has to make multiple copies of disks.

The program works by copying a disk into memory and using this copy to write single or multiple copies. This is extremely helpful to ST owners with only one disk drive — if you have a 1Meg system, you can copy a double-sided disk

Now, everytime you print a file, you'll be able to get back "to work" while the printer is busy doing its job. The CodeHead Spooler even buffers an Alt/Help screen dump — something no other spooler has yet to accomplish.

Auto Organizer

Here's a dandy little program that can be a real timesaver. In the past two months, I've used this program no less than eight times. If you use an Auto folder and occasionally add a new autorun program to it, you'll love the Auto Organizer.

Some programs are very finicky about where they appear in the Auto folder. The Auto organizer takes the headache out of using these files. After booting this program and selecting Drive A or C, you're shown the current order of all programs in your Auto folder. To change this order, simply click on each file in the order you wish them to reside in the folder. In less time than it took you to make those selections, your Auto folder is reorganized. Slick!

Art Gallery 2.0

Art Gallery 2.0 is a simple-to-use graphics viewer/slideshow program that can display Degas, Degas Elite Compressed, NEOChrome, Tiny, Spectrum 512 and Art Director format pictures. This viewer supports color cycling in Degas, NEO and Tiny formats and Degas Elite multi-channel cycling.

To view all pictures within a given directory, Art Gallery has a slideshow mode. You can even set a "display speed," allowing you to view the files at any one of ten different speeds.

If you own Degas Elite, Art Gallery has another neat feature. If installed as a desk accessory, Art Gallery allows you to import the various picture formats (except Spectrum 512) directly into Degas Elite. Art Gallery will even load Degas pics into Elite as much as eight times faster than Elite itself!

Font Tricks 2.0

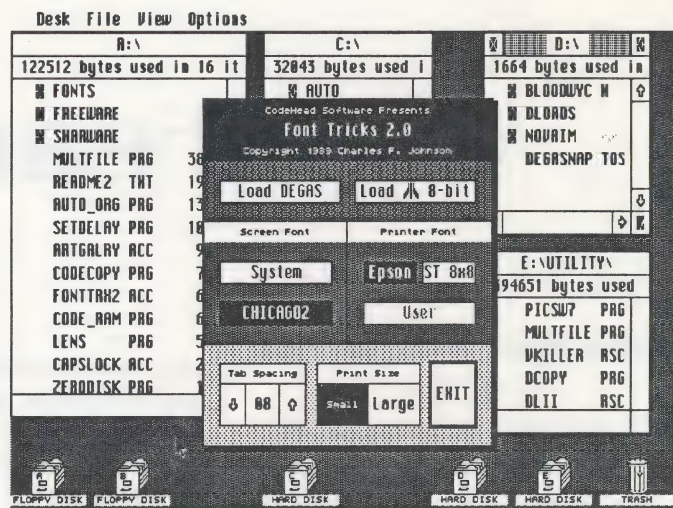
This desk accessory allows you to replace the standard, boring ST system font with a custom Degas or 8bit Atari font. A number of fonts are provided on the Utilities disk, and there are literally hundreds of fonts available in the public domain.

If you own an Epson FX80 compatible printer, Font Tricks will allow you to print using whatever font you have loaded or even in the standard ST system font.

Zero Disk

One of the simplest and smallest utilities in this package is one very big timesaver! Zero Disk erases all files on a floppy disk in less than three seconds. Although this program cannot be used to delete individual files (because it actually blows away the disk directory), it is very useful when you have a disk full of files you no longer need.

In the past, I'd found it faster many times to just reformat a disk rather than delete all files on the disk by dragging them to



the Trashcan. No more! Zero Disk wipes out those files in less time than it takes to put the disk in the drive.

Lens

Lens is a rather bizarre program, to say the least. It's more a graphics demo than it is a utility. With the program, you can load a Degas picture, select a part of this picture and use that part to begin a bizarre recursive graphic "drawing" that (sometimes) becomes a fairly interesting "work of art."

If you decide you want to keep your "masterpiece," Lens allows you to save the screen as a Degas picture. Although not extremely useful, this little program is interestingly different.

CapsLock

For those users who always want to keep track of the Caps Lock status on the ST (and there are some!), this desk accessory places an arrow in the upper right corner of your screen. This arrow indicates whether or not the Caps Lock key has been pressed, and the display is available in any GEM program with a menu bar.

And There's More!

Also on the Utilities disk, the CodeHeads have supplied their most popular shareware and public domain programs — the latest versions of Arcshell, Desk Manager, Pinhead, Little Green File Selector and ShowMem.

Overall, the CodeHead Utilities is a well-rounded package of high quality useful programs and desk accessories that have found a permanent home in my utilities folder.

CodeHead Utilities \$29.95
CodeHead Software
PO Box 74090
Los Angeles, CA 90004

DC Utilities from Double Click

by Bill Rayl

This package of ST utility programs and accessories from Double Click Software can be summed up in one word — innovative! The six programs that make up DC Utilities are all simply amazing... the kind of programs that make you say, "Wow!" everytime you use them. Don't believe me? Read on, skeptical one!

DC Squish

DC Squish is similar to the public domain program Packer from Germany, a program that actually squeezes all your runnable programs, making them smaller while still allowing you to run those programs. DC Squish shrinks all programs and desk accessories, sometimes over 50 percent and (on the files I've tested) smaller than Packer. And, believe it or not, these "squished" files load FASTER than they did before you squished them!

For Rainbow TOS (1.4) owners, DC Squish also lets you set the "Fast Load" bit on your programs, taking advantage of a new feature allowing you to boot programs quickly under TOS 1.4.

Using DC Squish, I've regained over four Megs of space on my 20 Meg hard drive! I haven't found a single program that I've squished that doesn't work

exactly the way it did previously, including FLASH!, Timework's DTP, PageStream, SuperBase Professional and even desk accessories like Turbo ST and MultiDesk.

DC Squish has a number of options that allow you to either overwrite the unsquished program with the squished version or to automatically make a backup copy of the original program "just in case."

DC Deskey 2.0

Ever wish your favorite GEM-based program also had keyboard equi-

Then, every time you run that program, the .DSK file will automatically load and your keyboard equivalents will be available — providing that you have the Desk accessory loaded, of course!

Desk accessories can also be called up from the desktop or within GEM programs using simple keyboard commands.

DC SEA

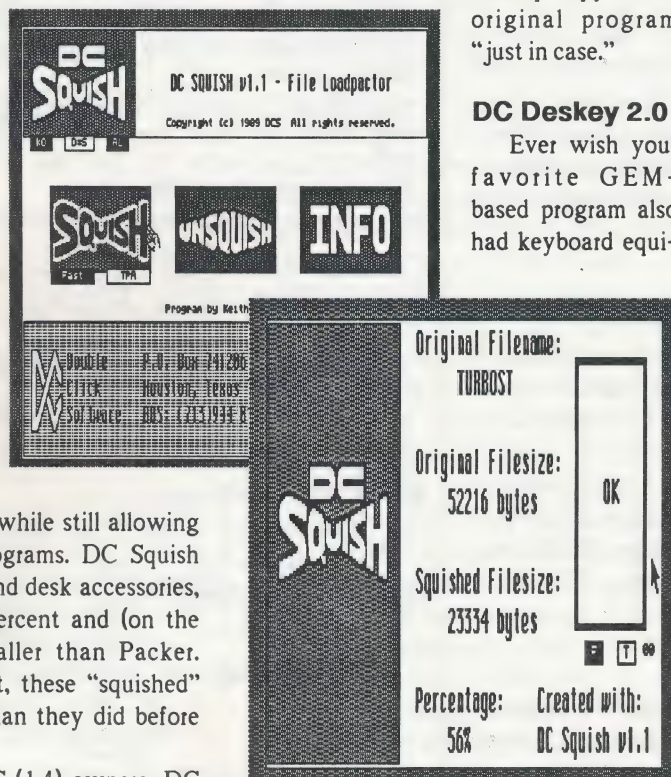
Boy, this is one neat utility. IMBers have had self-extracting ARChive programs for some time. Now, the ST also has its own self-extracting ARC (SEA) program. And talk about easy to use! DC SEA will convert any existing ARChive into a SEA — no need to unARC all those files in your club library or on you BBS. Simply run DC SEA, select the ARC to convert and then select the filename you wish the self-extracting ARC to have, ending with a .PRG extension.

Now, if you double click on the newly-created file, you're given the option of extracting the files from the ARC, printing a verbose listing of the ARC's contents to your screen or canceling the procedure. If you decide to extract the files, an item selector allows you to unARC the files to the drive/folder you choose.

DC RAMit

Here's a RAMdisk that user group librarians are going to flip over! DC RAMit can be configured to look just like a standard ST disk by setting the proper number of tracks, sectors and sides. Then, you can pack the RAMdisk with files and use the DC RAMit accessory to format disks and automatically copy the contents of the RAMdisk to floppy.

DC RAMit can also be run as a pro-



valents to go with every option on those drop-down menus? Using the DC Deskey desk accessory, you can add them yourself!

You define the keystrokes to correspond with the items in a program's drop-down menus and then save these selections to a file with a .DSK extension.



gram to install a temporary RAMdisk that will disappear when you exit from the program. This can be extremely useful to users with only one disk drive who don't want to constantly use their "precious" memory on a RAMdisk.

DC Desk Organizer

Do you own both a color and monochrome monitor or a multisync? Do you occasionally switch between resolutions? Are you currently using an Auto program to select between multiple DESKTOP.INF files?

If you fit into any of the above categories, DC Desk Organizer is a great little utility made just for you! This utility will convert any DESKTOP.INF file into a runnable program!

Even if you only have a monochrome monitor, you may find it convenient to have a number of different desktop configurations. Using DC Desk Organizer, these configurations are now only a double-click away!

DC Xtract

If you're like me, you spend a lot of time unARCing files. DC Xtract is a small accessory (takes up only 12K) that makes unARCing files a whole lot faster than using ARC.TTP or ARCX.TTP. In fact, the good folks at Double Click claim DC Xtract is four times faster than ARC.TTP. I believe it!

DC Xtract allows you to extract files from an ARChive, test the integrity of the files in an ARChive or view a "verbose" listing of the ARC's contents. When extracting files, DC Xtract presents an item selector, allowing the files to be unARCD to the drive/folder of your choice.

Conclusions

Double Click's first entry in the commercial software market is destined to be a hit. Each of these utility programs still amaze me every time I use them. User Group librarians and BBS sysops will particularly be pleased with the self-extracting ARChiver, RAMdisk and DC Xtract.

If you're in the market for some innovative utilities, I highly recommend DC Utilities.

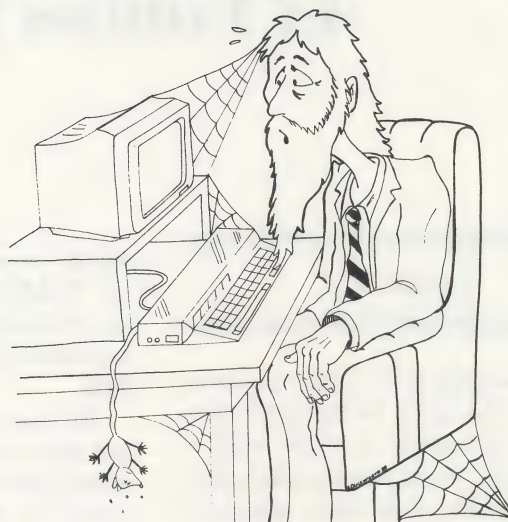
DC Utilities \$29.95

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Hard Drive Myths and Mysteries

by David C. Troy

Hi guys! I'm back! This time, I will discuss new topics, as things have changed a little in the ST hard drive market. Last time I concentrated largely on ST506/412 drives and MFM and RLL controllers.

This time we're going to concentrate on the following topics: SCSI hard drives, access times, interleave, and drive size and its relationship to satisfying computing (parental discretion advised).

SCSI Drives

First, SCSI hard drives. It turns out, due to circumstances beyond anyone's control, worrying about a separate hard drive controller was more trouble and more expensive than it was really worth to anyone — either consumers or hard drive manufacturers. So, drives with imbedded controllers began to appear, and have competitive prices.

Since these drives have imbedded controllers, they require less cabling, space and power (which would be used for a separate controller.) These SCSI drives all bear one thing in common — they have a 50 pin connector on them. All Seagate drives which end in "N" are imbedded controller SCSI drives (example: ST157N).

The output from ST host adapters, such as Atari's, ICD's, Supra's, and Berkeley Microsystems' is SCSI. This interface is pronounced "Scuzzy" or "esseeesseye." When drives have a SCSI interface, terms like MFM and RLL are meaningless and are not relevant.

SCSI drives generally have equal data

transfer rates with MFM and RLL controllers running ST506/412 drives. Right now SCSI drives are the most popular, because of their price (\$599 for 50mb!).

How Fast is Fast?

Ok, on to access times. A lot of people these days seem to be caught up in hard drive access times. Hard drive access times range from about 20 to 65 milliseconds (for home users). The average time for most drives is 40ms.

Here at Toad Computers, we offer a range of equal capacity drives with 40ms and 28ms times. The 28ms drives cost about \$30-\$40 more each. In my opinion, and this is just my opinion based on the amount and manner in which the average user probably uses his hard drive, it's really not going to do you too much good to get the 28ms drive.

Can you count up to 12 milliseconds? Unless the drive is used continuously by a multiuser server system, or just plain continuously with continuous access, the 12ms isn't going to be noticeable.

More important here is data transfer rate, and that is equal between same-model-number drives with the access time being the only difference. In case you are wondering exactly what the access time measurement says, it says that on the average, positioning the head at the place on the disk where the information you're looking for is (starting from anywhere) takes that many milliseconds. 40ms is a good reasonable access time, and unless you think you will use the drive continuously enough to be able to tell the difference, or you're just a psychotic, you probably won't need the 28ms time.

Next, interleave. Let's just start with

a practical explanation here. First, sectors lie in a circle around the center of the drive, tracks are concentric circles made up of sectors.

Suppose you have your data written contiguously on sectors that are adjacent to each other. I will use an analogy here. Suppose hypothetically that we're storing the word TOAD on our hard disk, and each sector holds one letter. We'll represent sectors as numbers on a clock (to show position.) The hard drive starts writing TOAD with the head over the 12:00 sector. It writes the "T" on there.

By the time the computer figures out what the next letter to write should be, and thinks a little, the head is over the 3:00 sector. It wants to write it on 1:00 though, right next to the 12:00 "T." So, it waits a little while for the drive to get back to the 1:00 sector. That wait is almost a whole revolution.

At 1:00 it writes the "O," and by the time it's ready to write the "A," the disk is already to 4:00. So, it has to wait for it to get back to 2:00. And it goes on like this.

This situation that I described is a situation where you have 1 to 1 interleave, (everything written contiguously), and the computer and drive are too slow to be able to cope with it. If it were fast enough, it could write at 12:00 and be ready to write 1:00 just as it got there, rather than having to wait for partial revolutions.

So, in reality, depending on your interface, drive, and other things, a 2:1 or 3:1 interleave might be preferable. A 3:1 interleave in the hypothetical situation that I described would cause the drive to write the "T" at 12:00, the "O" at 3:00, "A" at 6:00, and the "D" at 9:00. And it

wouldn't have to wait for any revolution dead-time. The wrong interleave can make things dreadfully slow, and the right one can be your best medicine. It is necessary to experiment with your software and drive to see what yields the best results. On the ST, most drives are able to handle a 1:1 interleave alright.

A lot of people say to me, "Dave, what's the real difference between 5.25" and 3.5" drives?" And I've always been tempted to say "About an inch and three quarters..." But, speaking in a general sense, that is the truth. 5.25" drives, are bigger, require more power, and can hold more in some cases simply because of their greater surface area of disk media.

For example, Seagate makes an ST225N, 20 meg drive. It requires 16.8 watts for power and is a 5.25" drive. They also make a ST125N, it requires 9 watts for power and is a 3.5" drive. It also is a 20mb drive and is functionally equivalent to the 225N. On the other hand there is a ST296N 85mb 5.25" drive, and an equivalent capacity has not been shoved into a 3.5" drive. 3.5"

drives might last longer, and they might run a tad cooler, but then again they may not — it depends on YOUR situation. Also, a lot of people think the 3.5" drives are a lot faster. Not so — the data transfer rate is almost always the same, and equivalent access times can usually be obtained. (Seagate ST151 has same access time as ST251). So, that's drive size for ya!

Also, as an added bonus because I figure "what the hell," people ask me a lot about power, too. I say, "I enjoy having it..." No, really... Hard drives require +12VDC at about 1-2 amps, and +5VDC at about 1 amp. Make sure you have enough watts to power your HD. Drive cases generally use a standard connector that is used in hard drives and in floppy drives (4 pins - +5, +12, 2 grounds). That's all for that.

So, I hope this article has been informative and helpful in making some sense out of this whole hard drive thing. If you have any questions, please give me a call. Thanks for listening! Thanks for your support!

Special Offer!

Beginning in January, 1990, Atari Interface Magazine will offer an ST/Mega Disk of the Month. This double-sided disk will be crammed full of the latest public domain and Shareware programs from sources such as CompuServe, GENie, Delphi, Usenet and overseas sources in Germany and the UK. Each disk will also contain a short article that describes the contents of the disk.

These disks will be made available on a month-by-month basis for \$6 per disk (shipping included) and non-AIM subscribers will be able to select an "AIM-Disk-Only Subscription" for \$60/year (a \$12 savings).

But, if you subscribe to Atari Interface Magazine, you can get the ST/Mega Disk of the Month for ONLY \$50/year! That's like getting over three disks ABSOLUTELY FREE! To take advantage of this new disk offer, fill in the appropriate items below (as well as your name and address on the above form).

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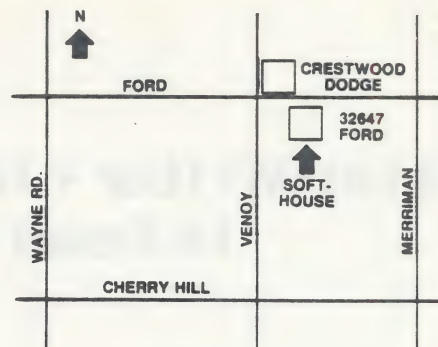
☐ Installment Plan: \$30 enclosed, bill for balance



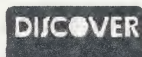
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AtariWriter + for Those Who Don't Want to Read the Book -- Part IV

by Jimmy Boyce (CACE)

On to serious business. Where was I? Oh yes, Highlighting Errors <pg 51>. Yes, that is where we are in our spelling correction part of this series.

For reasons that escape me, you may just wish to see what words you have misspelled without correcting them. Soooo, this is what you do. I don't think I will go through the procedure of loading ProofReader again (please check the October issue of the Atari Interface Magazine for that). Load a file from your AW+ file disk and strike the [H] key with whatever finger you strike it with, and follow the prompts on the screen. If you want to quit this process just strike [ESC]<PG52>.

Another thing that you can do is print out a list of the words that you have misspelled. For you young people, this is a great feature because you can learn to spell those words correctly for future use.

Turn on your printer. If your printer is already turned on, and you have been using it, then switch it off and then back on. Don't ask me why, but the book <pg52> says, "DO IT!" so do it. When you have loaded the PR and the menu appears on the screen, depress the letter [P]. There goes the printer, and there is your list.

Searching for the Words

The next part may seem a bit complicated, but once you have been through it, it becomes fairly easy. This is the Search Dictionary <pg54> portion of this little treatise. Now, as we discovered last month, when you are correcting errors

and you know the word is correct that you just hit <RETURN> and continue on, or you can hit <C> and correct it yourself and continue on, or you can hit <D> and start the following process: you will be asked what word you wish to search for. That is just like being told by your teacher to look it up in the dictionary. It drives me to distraction.

Finding the Words

However, if you think you know at least the first two (2) letters of the word, then type them in and press [RETURN]. At this point, words will begin to appear at the top of the screen, and at the bottom of the screen it will say [RETURN] TO CONTINUE SEARCH, [C] TO CANCEL.

If you type in the letters "TH" then all the words in the PR dictionary will begin to appear at the top of the screen in little groups, and as long as there are "th" words to be viewed, they will appear.

When you find your word strike the

[C] and you will be asked what word you want to search for, just hit return and then you will get the original menu with the words still at the top of your CRT. At that point you type in [C] again and you begin typing in the correct spelling and then [RETURN].

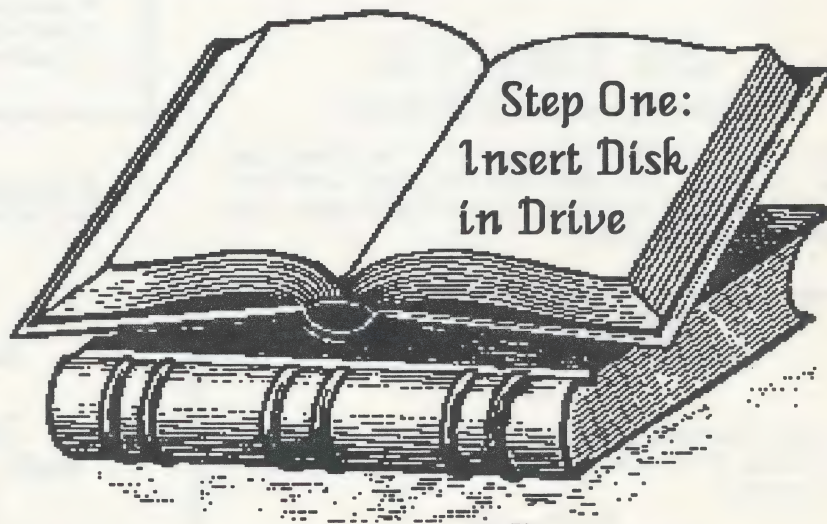
Saving Your Masterpiece

As your disk drive whirs and purrs, the computer continues its search for flaws in your ability to spell. If it should find another, then the whole process shall begin again until you are done with the file.

NOW, save that file! Yes, you can do it while in the PR part of AW+, and you can load your next file to be proofed also. Remember, any time you get stuck, lost or disoriented, just strike the [ESC] key and you are back to the PR menu.

Previews of Coming Attractions.

Setting up, saving, and adding to your personal dictionary. See ya next month!



WAACE Show Report

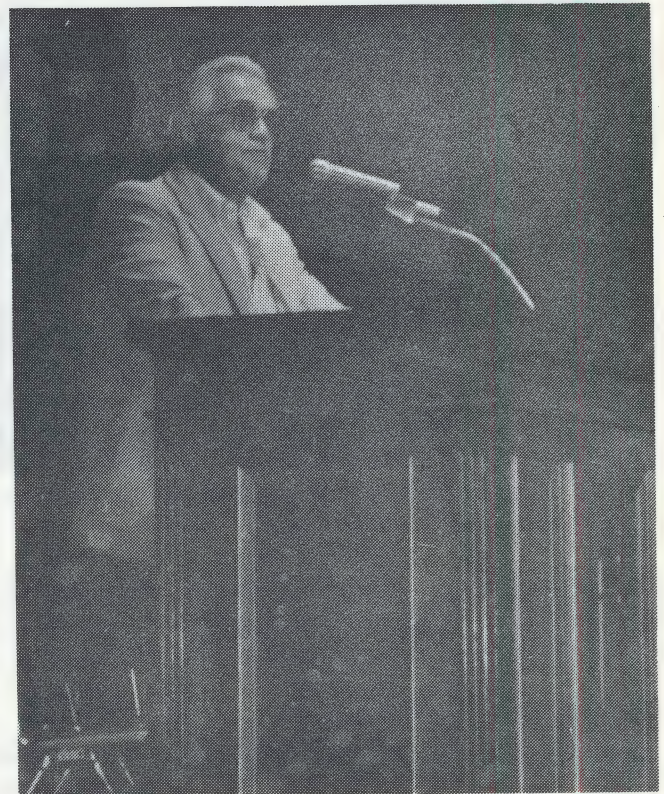
by Pattie Snyder-Rayl

I've found shows revitalize my Atari enthusiasm, and the WAACE Show, held October 6 and 7 in Fairfax, VA, did this more than usual! Part of the revitalization came from the crowds of interested Atarians gathering, like moths, around the latest and greatest Atari software and hardware. The rest of the revitalization came from talking with Atari's User Group Coordinator Bob Brodie and the many Atari developers who exhibited at the show.

By crowds, I mean estimated figures for the attendance over the two days came to 3,000 Atarians. There were 8bit people and ST people eagerly looking over the "tons" of available software and

hardware brought by vendors eager to sell their inventories.

Every time I toured the show exhibit floor, there were plenty of people at each vendor's table, with most people crowded around the Atari booth and the booths of Atari stores like Toad Computers, CAL COM, L&Y Electronics, Diskcovery, Joppa Computers and the Electronic Clinic.



Sig Hartmann



WAACE Show Seminars

I was not able to attend many of the seminars, but the attendance on these was very good, with more than 300 people present at the seminar by Sig Hartmann of Atari Corp.

There were also all-day seminars on topics like MIDI-Maze, Desktop Publishing and Macintosh Emulation (where Sandy Small had guard-duty over the latest version of the Stacy Atari Portable).

The one-hour seminars included talks on "Computers and Kids" by Dorothy Brumleve, "Why Some Programs Stink" with Andrzej Wrotniak and "Ask ST Report" with Ralph Mariano. James Allen, Dave Small and Dave Troy hosted a seminar on "Atari Hardware Add-ons." Other seminars were "Speeding Up the



Atari Corp's Bob Brodie and Gadgets by Small's Sandy Small

Atari" with Wayne Buckholdt, "NeoDesk 2.0" with Rick Flashman, "Grass Roots Atari" with Ron Kovacs and Bill and I and the "Past, Present and Future of Atari" with Sig Hartmann.

Seminar with Sig Hartmann

Sig Hartmann had many interesting things to say during his talk. He started by reiterating what Sam Tramiel stated recently about the Federated mistake, "Federated is behind us."

He pushed on to more current events like advertisements appearing for the Portfolio in the Wall Street Journal and USA Today, with more to come in the next quarter.

He said the Stacy is in its final form and is at the FCC for approval for the second time. The STE is at the same stage, and Sig said getting FCC approval usually means 6 weeks, and they "should definitely ship by the end of the year."

Research and Development

Sig stated of the new Lynx, "We are still in the game business." He added the game machines are nice money makers for Atari's research and development department.

He also said CD Roms were in the hands of about 200 developers and there

currently is "not enough software available yet." He predicted the CD Roms would be released shortly, if the packages were available for it.

Plans for the Future

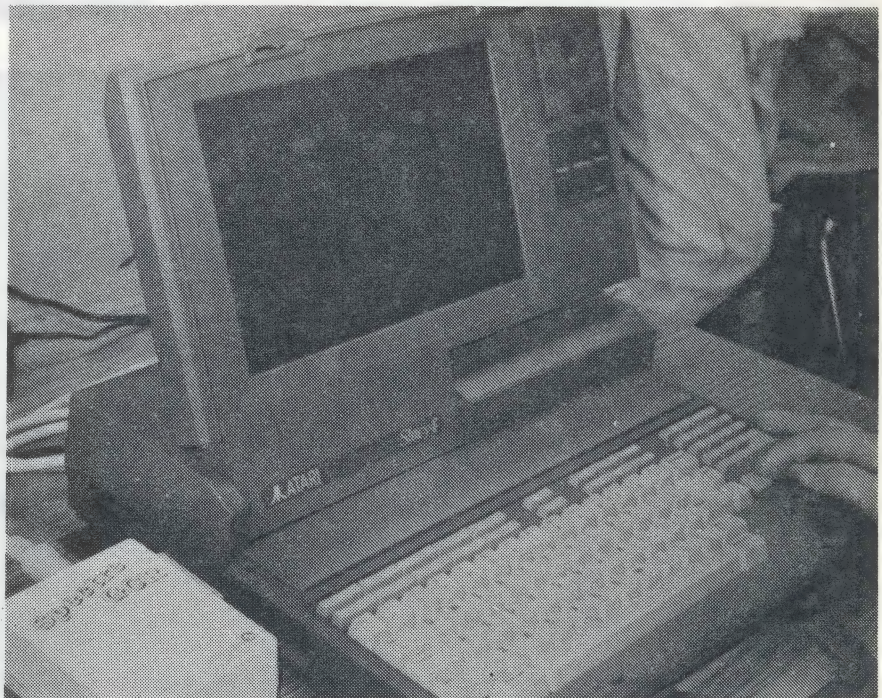
He continued by saying Atari "still does not have good distribution on the ST, but we do have enough products available." He said Atari plans to push the Desktop Publishing packages more than they have in the past. "We are getting orders from one of the major banks in the US."

"I want to thank you users for your patience. There will definately be a change by next year. We are doing everything we can to recoup the US Marketplace," Sig said. "We have to listen to our developers...our dealers. For four years, we didn't do beans."

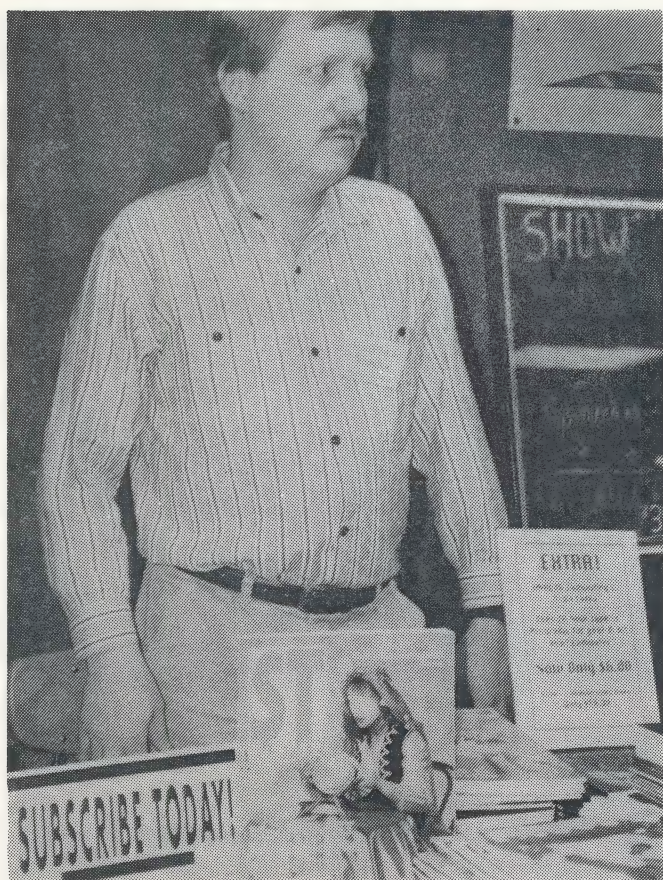
User Group Coordinator

Atari's other spokesman, Bob Brodie, was kept very busy talking to show goers about User Groups and their interaction with Atari and trying to answer questions which were, at times, a bit out of his department.

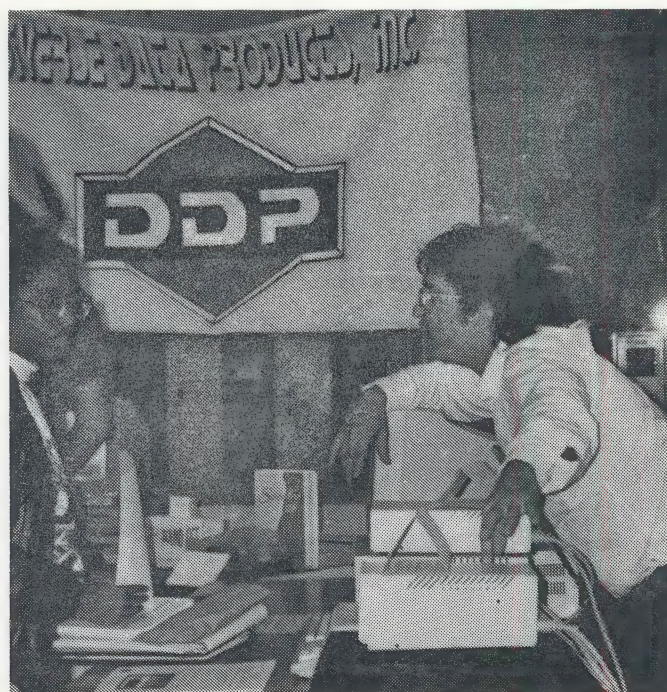
He was grilled about building dealerships in the Pennsylvania area. He was questioned about the lack of availability of TOS 1.4 ROMs in some areas of the East Coast, and some dealers talked



The finalized 4Meg Version of the Stacy Atari ST Portable



Analog and ST-Log's Clayton Walnum

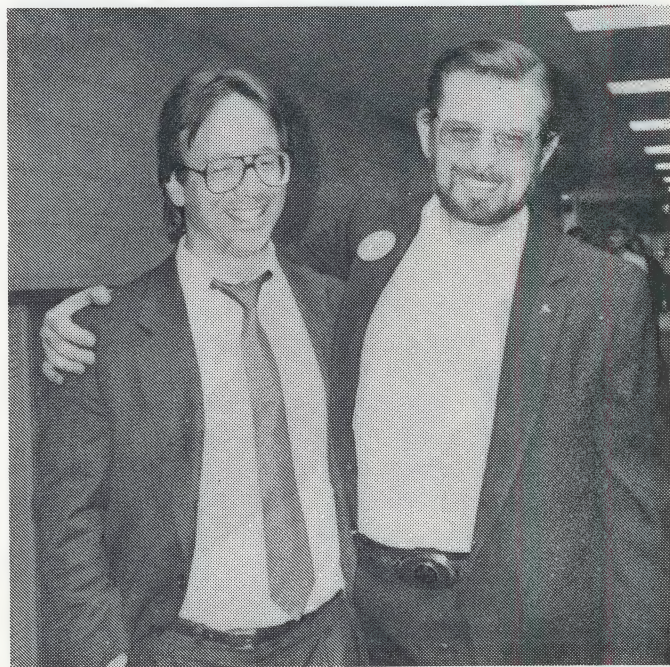


Diverse Data Products

**Some of the faces behind
your favorite Atari Products**



Keith Ledbetter of Orion MicroSystems



Nathan Potechin (left) of ISD and Ralph Mariano

to him about their problems getting Portfolios and other hardware.

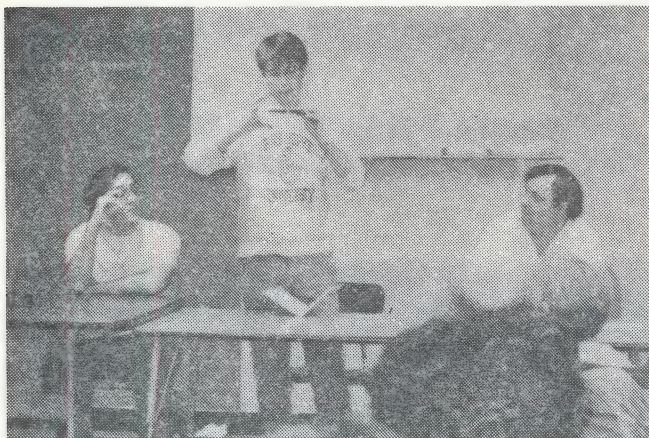
Bob Brodie held a breakfast meeting on Sunday morning with several members of User Groups present at the show which seemed to reiterate the usual difficulties User Groups have in the face of the realities of the Atari marketplace.

The AAD

Also during the show, a developers meeting was held, and from this meeting sprang the beginnings of the Atari Association of Developers which is now taking form in a special area on the GENie Atari Roundtable. For more information on the AAD, please see the article later in this issue. Just as User Groups are combining into a stronger voice to be heard by Atari, so are the many Developers.



Paul Lee (left) and Mike Vederman of Double Click



(From Right) Jim Allen, Dave Troy and Dave Small

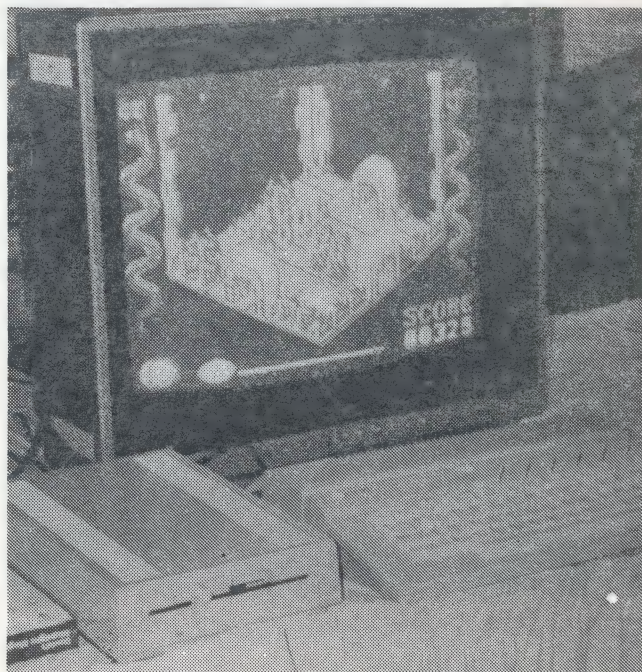
Anaias, STatus Disk Magazine selling subscriptions, ZMag selling newsletters, Analog selling back issues and taking subscriptions, ST Informer offering upgrades on Universal Item Selector and Accusoft selling piles of PD software. Xlent Software was selling T-shirts with comic characters for computer terms, WinterTech was demonstrating their astronomy program.

Other exhibitors showing their software and hardware were Alpha Systems, BEST Electronics, Gribnif, Seymour Radix, Orion Micro Systems, MichTron, SoftTrek, CodeHead Software, Wizztronics, Johnsware, Lantech Systems, Strata Software, 1st Stop, Accustar, Diverse Data Products and Rock Digital.

The overall atmosphere at the show was very positive and laid-back. There was plenty of room for day-long as well as the more specialized hourly seminars, and no showgoers complained about not receiving their ticket price—worth from the show! The show was pronounced a success by both vendors and showgoers.

Who Was There?

There were both small and large developers exhibiting at the show — all the way from the “one man band” operation at Waterfall Software to the highly expert people staffing the ICD booth. Other vendors were Double Click Software showing off their new Desktop for the ST, Current Notes selling lots of PD software, ST Plug Magazine who came all the way from Canada, Unicorn Publications selling AIM and The Lost Scrolls of Mt.



Atari's Booth was showing off the 8Bit Airball game

The Atari Association of Developers

Washington D.C.

October 8th 1989, this morning over 40 Atari developers attending the WAACE show gathered to discuss many issues facing developers in the Atari community and the formation of a developers association. This spirited 2 hour meeting resulted in the agreement that an organization of developers was needed and the establishment of the "Atari Association of Developers".

A temporary board of directors was approved consisting of:

- ◆ Gordon Monnier, President of Michtron Corp.
- ◆ Nathan Potechin, President of ISD Corp.
- ◆ Rich Flashmann, President of Gribnif Software
- ◆ John Eidsvoog, Partner in Code-head Software
- ◆ George Morrison, President of Alpha Systems
- ◆ James Allen, Vice President of Fast Technology

The temporary board was given the task of developing a constitution for the AAD, a set of membership guidelines and qualifications, and a set of goals which the association will work to achieve.

What is the AAD?

The AAD is an independent association that seeks to strengthen the developer support structure already provided by Atari Corporation. "Developer Helping Developer" is the motto of the AAD which will provide support to the Atari development community.

Direct support to developers will cen-

ter around the online pay service, GENIE. GENIE officials have pledged support to the AAD and have a long history of assisting Atari developers to bring technical support to their users. GENIE currently plays host to direct online developer support from Atari Corporation.

The AAD currently seeks Atari developers to join in this effort; all registered developers qualify for AAD membership. This association is devoted to the exchange, expansion, and coordination of developer information and related activities. The goals of the AAD are divided into the following categories, listed in order of priority:

- ◆ Development and expansion of developer guidelines which will (in addition to the already published developer's documentation from Atari Corporation) assist developers in creating problem free, efficient, and complete hardware and software products.
- ◆ Exchange and discovery of information which will assist developers in producing professional, complete, and problem free hardware and software products.
- ◆ Assistance and support to developers in the marketing, distribution, promotion, and support of developed hardware and software products.
- ◆ Offer assistance to Atari Corporation in the Sales and Marketing of Atari products in concert with developer products.

AAD Membership

There are two types of members in the AAD, these are defined as:

- ◆ "AAD Developer" - Any developer who is registered with Atari Corporation as a "Registered Developer" and is such recognized by Atari Corp.
- ◆ All "AAD Developers" will have access to development support from the AAD and Atari Corp.
- ◆ "AAD Professional Developer" Any developer who has proven to have created or is creating a viable hardware or software product for the Atari product line, with the intent of releasing this product into the commercial market. Shareware products may qualify on a case by case basis.
- ◆ Public Domain products do not qualify as commercial products, nor do hardware products which are assembled from other developer's kits or parts.
- ◆ A member must first qualify as an "AAD Developer" before being considered for "AAD Professional Developer" membership.
- ◆ "AAD Professional Developer" specific support will consist of business related assistance to help commercial developers bring products to market.
- ◆ All development support provided by the AAD will be provided to all "AAD Developers" in concert with support currently provided by Atari Corp. All "AAD Developers" will have access to development support provided by the AAD.

What AAD is Not

It should be noted that the following

are NOT part of the purposes or intention of the AAD:

- ◆ Handling of complaints that developers might have with Atari Corporation.
- ◆ Replacing the developer support presently offered by Atari Corporation.

How to Join AAD

Developers who wish to join the association should first join the GENie online service by calling 1-800-638-9636 or sending a letter to: GE Information Services, 411 N. Washington St., Rockville, MD 20850.

Once online, send Email to "TOWNS" to request Atari Developer RT access, and to "PERMIT\$" to apply for "AAD Professional" membership. When admission to the Developers RT is granted you will be recognized as an "AAD Developer" member.

Developers currently online at GENie and interested in becoming "AAD Professional Developers" should answer the following questions and send via GE EMAIL their answers plus request for membership to the "PERMIT\$" mail address on GENie. More information can be found in the "AAD" category in the Atari Developers Roundtable:

- ◆ What is your name?
- ◆ What company do you represent?
- ◆ What is your mailing address and daytime phone number?
- ◆ What software or hardware products have you developed or are in the process of developing (for commercial release)?
- ◆ State you agree to the rules and Regulations (listed below) for AAD Professional Developer.

Upon review of the application developers will be permitted access to a special "Category 70" for "AAD Professional Developers" in the Atari Roundtable on GENie.

The AAD "New Members Committee" retains all rights to refuse any membership to the "AAD Professional Developer" Category which it feels would not result in the benefit of the association. It also reserves the right to make any exceptions to the above requirements. All decisions are final.

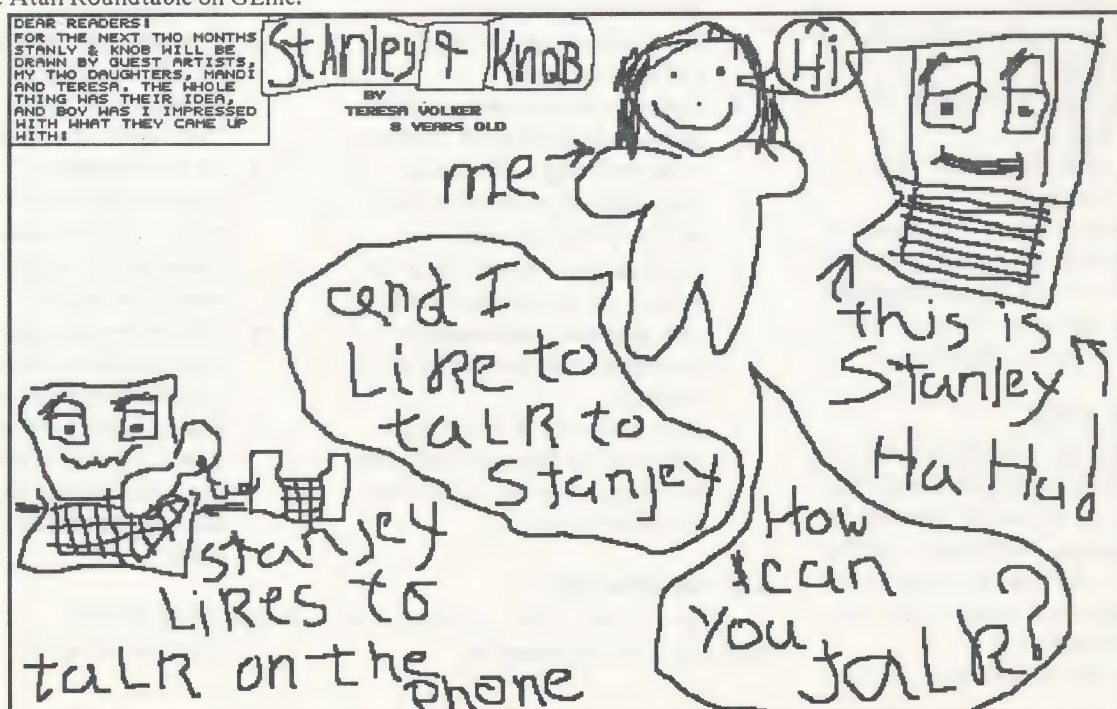
Rules for "AAD Professional Developers"

As an "AAD Professional Developer" you are required to comply with the following set of rules. Failure to do so will result in the removal of your "AAD Professional Developer" status.

- ◆ Unless you have been given the specific permission from the Board of Directors of the AAD, any information released in the "AAD Professional Developer" category area in the Atari Round-table shall be considered "Confidential".
- ◆ You will not represent yourself as a representative for the AAD without the explicit permission from the Board of Directors of the AAD.
- ◆ You will not make any public statements, comments, or take any public action which would cause bad press, harm, or misconceptions about the AAD.

We ask all Atari developers who have not arranged access to the GENie online service to please do so, and who have not registered as developers with Atari Corp to please do so also. Please join with us and help raise the level of Atari Software to new heights.

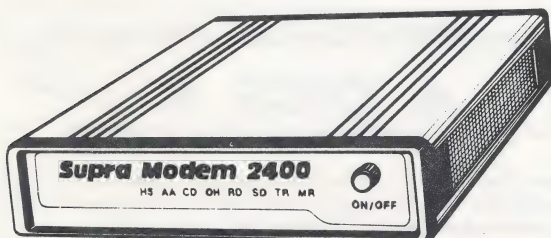
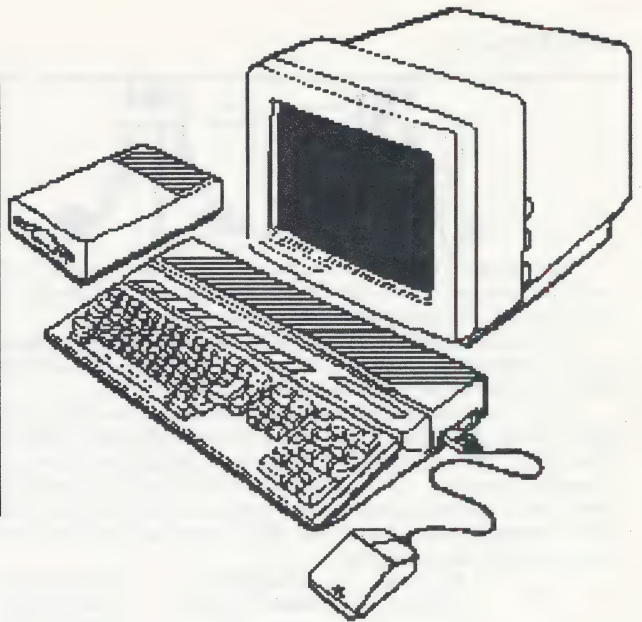
The AAD represents a clear step forward for the future of all Atari development efforts. Working in concert with Atari Corp, the AAD will raise Atari product awareness worldwide and ease the entry of new products and developers into the Atari marketplace.



520ST System

\$549

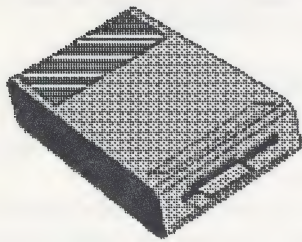
Includes Free Rental
Membership
and more!!



Supra 2400 Baud Modem

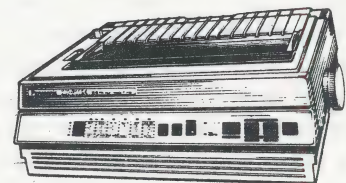
\$129

**Huge Selection of Atari ST
Software Available for Rental!**



Master Double Sided
Disk Drive for the ST

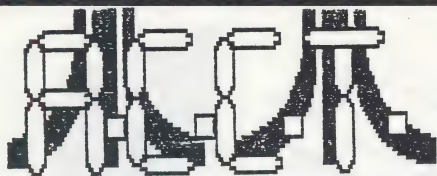
\$159



Panasonic KXP-1124
24 pin Dot Matrix Printer

\$349

Basic Bits 'N' Bytes
34815 Ford Rd. Westland, MI 48185
(313) 595-3171



Atari Computer Club of Toledo is an independent user group. A.C.C.T. is the only Atari user group in the NW Ohio/SE Michigan area that provides help and support for and from both 8 and 16-bit computer users.

Club members receive, as part of their dues, Atari Interface Magazine and access to the 8-bit and ST public domain software libraries. Disks are \$2/8-bit and \$3/ST, non-members may purchase disks at a slightly higher cost.

A.C.C.T. meets on the second Monday of the month from 7-9 pm at Bassett's Health Foods, 3301 West Central Avenue (Westgate Shopping Center), Toledo, Ohio. 8-BIT SIG held monthly at the home of Jim Herzberg. Dates and times announced at meeting. ST SIG held monthly at the home of David and Brenda Micka. Dates and times announced at meeting. A.C.C.T. may be contacted at 6107 Greenwycke Lane, Monroe, MI 48161, by calling Dave Micka or Michael Justice or via Fantasy Island BBS.

President	David Micka	(313) 241-1157
VP/8bit Librarian	Michael Justice	(419) 242-7797
Secretary	Sharon Hill	(419) 423-2135
Treasurer	Rose Taylor	
ST Librarian	Brenda Micka	(313) 241-1157
Fantasy Island BBS	(3/12/2400)	(419) 691-6459

The October meeting of the Atari Computer Club of Toledo met at Bassett's Health Food Store at the Westgate Shopping Center. President Ellen Lentz called the meeting to order.

These minutes are sent to members through the Atari Interface Magazine. With the copier breaking down and the lack of articles to support the newsletter, the board and others felt this magazine was the best thing to offer our club members. A.I.M. also has a ST D.O.M. which will start in January and is talking about starting an 8bit.

Kevin Rutherford reported Michtron has an IBM emulator for the ST called PC Speed. It takes ten minutes of soldering to install. It has a list price of \$399 compared to PC Ditto II at \$300.

ST-Log will merge back with Analog beginning in November. Disks are no longer available at newstands. You will have to send or subscribe to the Magazine to get them.

October was election month. The results are listed above. Gene Curtis volunteered to do the 8bit DOM after the first of the year. The ComputerFest will be at the Masonic Auditorium's Great Hall on November 5th from 8:30 to 7. We will have two tables at our usual location. We will demo Falcon and others not decided on as of press time. PD disks will be available for both ST and 8-bit.

The ST SIG made a field trip to the software stores in Detroit. They spent the rest of the meeting trying out the new programs.

Next meeting is Monday, Nov. 13 at 7 o'clock, at Bassett's.

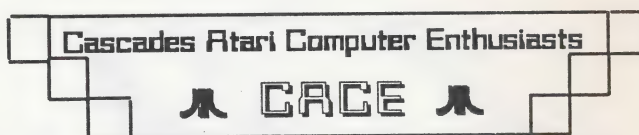
From the Prez Greetings from Toledo! I would first like to extend a BIG thank you to AIM for affording us the opportunity of become a participating club.

ACCT (as with everything else) will have a new look for the '90s. We've started by participating in the Toledo Gaming Convention held on October 7-8 at Scott Park Campus of the University of Toledo and full-scale participation in Computer-

Festival '89 at the Masonic Hall on November 5th.

The Toledo Gaming Convention is an annual event put on by Mind Games, Inc. Thanks to Donn Buerger, Dan Elmore and Bill Rodawalt for providing the equipment and software. Our participation in ComputerFestival '89 promises to be a stepping-stone to more club involvement in the local computer community in 1990, and to show that Atari is alive and well and living in Toledo... More on the show in the next issue of AIM.

To All whose Memberships have lapsed — Rejoin before December 31st and receive a 13-month membership and subscription to Atari Interface Magazine at the regular yearly rate.



Cascades Atari Computer Enthusiasts is the Atari Club in and around the Jackson County area. The main purpose of the club is to help inform new users, and to promote the use of the Atari Computer in the community.

President	Brent Fisher	(517) 764-4599
Vice-President	Tim Hotchkiss	522-8912
Secretary	Joe Cripps	782-0199
Treasurer	Craig Schaff	787-3970

The C.A.C.E. BBS, is run by the club and is open to anyone with a modem. The number to call is 1-517-787-4011. The current membership dues are \$14.80 per year, and are payable at any of the C.A.C.E. monthly meetings, or by mail to the P.O. Box. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter.

Any written communication with C.A.C.E. should be sent to: P.O. Box 6161, Jackson, MI 49204. Our meetings are held on the second Sunday of the month, from 1 pm to approx. 4 pm. The meetings take place in the basement of the East Side Lounge at 2214 East Ganson, Jackson, MI.

Fishin' Around This month's column will more than likely be rather short. The reason that I say this is because I have just received my upgrade for the XF551 to change it into a 3.5 inch 720K disk drive. I just can't wait to get started.

But of course, before I can do that I really must get this column done and out to AIM. Now that I'm thinking about it, Atari did get my brand new XF551 out to me in UNDER three weeks. It was either divine intervention or just blind luck. Anyway I received the new DOS-XE with the drive, not that I'll probably use it, but just in case I get tired of SpartaDOS.

Hybrid Arts is offering some fantastic prices to user group members who would like to get some of their software/hardware packages. For example, they are selling MIDI Trak III for \$89. Also they are selling MIDI Maze for the ST for \$10. If anyone is interested in these great deals contact me before November 20th.

To Don Neff: I would have sent you a copy of MAM that your 8bit hardware articles appeared in if I had known that you weren't receiving one. What I guess that I'm saying is that I have enjoyed your articles and if you would publish more of them for the 8bit I will defiantly read all that you write.

The next meeting of CACE will take place on Sunday November 12th.

Central Connecticut Computer Club

The Central Connecticut Computer Club is the oldest, still operational Atari club in the state. Conceived in December of 1980, and operational in January of 1981, the CCCC continues to serve the Atari community. New blood is welcomed, and of course, old hands are always welcomed back.

Meetings of the CCCC are on the third Wednesday of each month. The meets kick off at 7:30 and usually include presentations or demos of various hardware or software items. The meetings are held at Eastern Computer Video, 1207 Meriden-Waterbury Turnpike, Milldale, Ct. 06467.

Prospective members may call Rich Scheidel (203)589-9035 or 589-3738. Failing that, call Tim Brandt, (203)283-0500, or write, CCCC, 127 Pinnacle Rd., Bristol, Ct. 06010.

Dues are \$25.00 per year, \$30.00 for family plan. Includes Voting membership, Newsletter, access to Club library (8-bit and ST), access to Club magazine library, discounts on computer and video supplies at Eastern Computer-Video, and access to the Club message base at Ultra Project BBS.

Yo, addicts! We have not yet held another meeting since we decided to throw our lot in with AIM. I've got to say that the members that showed up at the September 20th meet were impressed by the freebie issue of AIM. Enough so, that there was NO discussion on adoption of AIM as our official newsletter. So, hats off, kudos, and three "atta-boys" to Pattie and Bill.

We still are relying on my Mega for a club computer. I'm getting tired of hauling the system down every month. Supposedly, Joe Donovan says we'll have something there soon. If not, how's about we check into a good used ST to leave at Eastern Computer?

One final thing to be shored up is our ST library. John Shea apparently hasn't the time to devote anymore. I will "temporarily" (heh-heh) start to whip this area into shape, myself, if need be. Which reminds me, we have an open post, that of Vice-President. Any takers?

Due to the fact we didn't have a newsletter for most of last year, the excess funds are going to pay for your subscription to AIM for most of the year. That means dues, this year only, will drop to reflect this. In the meantime, enjoy AIM, and remember that January will be re-up time and it'll be a special deal.



President	Norman Moore	(503) 447-3598
Vice President	Jim Downes	(503) 382-0123
Treasurer/Editor	Glenn Dulin	(503) 382-3956
Secretary	Nancy Kanski	(503) 548-8201

Address: PO Box 6824 Bend, OR 97708. Membership dues are \$1.00/month and \$1.00/year for each additional family member. We meet every second Saturday of the month at 5pm at the Ann Rita Conference Center, which lies just in front of St. Charles Hospital on Neff Road in Bend.

Elections in December Just to remind all of you to come to November's meeting ready to nominate your favorite candidates to fill the club offices because we will have our elections in December. Be sure to come to the meetings, otherwise, you may get voted in! (Just kidding!) I hope to have the nominees for you in the next newsletter.

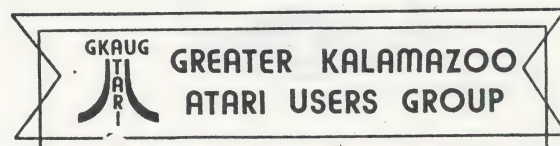
Look around these pages, these clubs are from everywhere aren't they? This is our first time upon these pages, and I'm pleased and proud to be a part of AIM and to be associated with all the other great Atari clubs that gather here.

We at C.O.A.C. are made up of people who live in an area in the heart of Oregon. We meet in Bend, a town that lies in the shadows of the Cascade mountain range, volcano country.

Our altitude here is about 3,400ft with the mountains ranging 9,000 to 10,000ft. We have lakes and rivers and forests and to the east about 20 miles lies our high-desert country. The Deschutes River flows through Bend on its way north to the mighty Columbia River. There is skiing in the winter at two nearby mountain resorts. The area's primary industries are forest products, tourism and agriculture. Much of our surroundings is National Forest and BLM. So, you can go from sagebrush and juniper trees to farms and ranches to forests to rocky mountain slopes of snow and glaciers, all within about a fifty mile radius.

See you next month.

Glenn



GKAUG meets the second Saturday of each month at 11:30 am in the Arcade Center - STAR WORLD - across from the Southland Shopping Center.

President	Frank Fellheimer	(616) 657-6106
Vice President	Dan Youngs	
Treasurer	David Bryant	(616) 349-6063
Librarian	Bill Berner	
Archiver	Dave Oldenburg	

Mailing address for club information: 3218 Lincolnshire, Kalamazoo, MI. 49001 Next meeting: Saturday, Nov. 11, 1989. Call the GKAUG BBS (2nd System BBS) at (616) 385-2448. We run it on a 130XE with the 320K memory expansion, seven double density drives, and we are BBS EXPRESS! PRO node #197.

Attendance at the October meeting was eight members. This was our first meeting at our new location. We had a 19-inch TV hooked to our 8bit Atari computer, so it was a lot easier to see the demonstrations.

We saw a demo program from the Atari Fleet BBS. It was quite impressive. It is a picture of a battleship with guns that fire, waves in the water, a title with the rainbow effect, a scrolling line with information about the BBS and music also! Got this one from the Mouse BBS in Indiana at phone: (219) 674-9288. We also saw a video, "The Art of Computer Animation," by Pacific Data Images.

Still have not decided what to do concerning the organiza-

tion of the club. I am still doing the duties of treasurer, and I'm not even a member! If you want any say in what happens to it, you have to attend the meetings, or even consider becoming an officer. It's up to you.

I will try to have more interesting items at the next meeting. (I am working on an Atari Artist picture viewer program that uses the expanded RAM in your 256K 800XL or 320K 130XE. It will make the pictures change very fast. Hope to show it at the next meeting.)

Meeting at STARWORLD in Portage. The address is 6151 S. Westnedge Ave. After the meeting, there are facilities for lunch, and an arcade room with REAL ATARI ARCADE GAMES!! Still Computing... David Bryant Acting Treasurer

Great Lakes 'GLASS', Michigans only!
Atari 'ST' only Users Group!
ST Support I ♥ MY ST!

Meetings - First Thursday every month, 6 p.m. to 9:30 p.m., Athens High School, 4333 John R, Troy, MI, 1/10 north of Wattles <17 Mile> - Room 1528 - Mailing Address - P.O. Box 99737, Troy, Mi. 48098 -- Steve Mileski, president

Dues - \$1.00 per month, ie; join in April - pay \$9.00, all memberships expire on January 1, each year. Non-members welcome at no charge.



Next Meeting: Wednesday, December 6th, 6:30 p.m. Wyoming Public Library, 3350 Michael S.W.

Tim Feenstra	President	(616)784-6230
5625 Buthview NE,	Comstock Park, MI 49321	
Greg Williams	Vice President	(616)698-7319
George Nosky	Treasuer	(616)942-1527
Bob Bulliment	Secretary	(616)457-1766
Chuck Baughman	Librarian	(616)795-7373
Terry Reine	Membership	(616)698-7244

President's Monthly: October 17th already. Is it just me, or are the summers getting shorter every year? I am not looking forward to shovelling that white stuff again. I am looking forward to that upcoming turkey dinner followed by a very intense couple days at the Atari (with interruptions from my 1 year old son) catching up on all the software acquired through the summer that I have yet to try out.

I have already started by sorting through a software box that has not even been opened for a year or so. I am coming across programs I got years ago that I did not see the value in then, or simply did not know how to use them. My latest HOT item is macros. While I was storing away a copy of the Textpro disk from the club library, a DIR revealed some files I didn't get when I first downloaded the program a couple years ago.

One of the main items I missed was the macros that you can create to perform tasks for yourself. So now I am trying out everything I can think of with them (without really knowing how yet). I think with the right macros, Textpro can be a better word processor than any other for the Atari, and even rival the expensive ones for that 8088 machine many of our friends are moving up to (did I say up?).

I have also found a couple programs to create macros for DOS or just about any other program you might use, so now my Sparta-DOS commands are a simple single key combination instead of the usual little words. Once you get used to the key presses, it sure makes it a lot faster to do even simple disk keeping chores. User group members should look through their library listings and find some of these programs and try them out for themselves. Things like this make the Atari seem less like a game machine that has a keyboard, and more like the powerful computer that we have been trying to get across to the rest of the computer world for years.

The disk library database is in progress again, in the capable hands of Gary Heitz. We hope to have some more to show you in a little while. First impressions of the modules that were shown at the last meeting seemed good, we hope you like it and will use it when it is finished.

The new GRASS questionnaire will be included in this issue, so all GRASS members please fill it out and bring it to the next meeting so we can get a new hardware listing out for the Christmas buying season.

Well, back to the macros. See you at the December meeting.
tim



President:	Irwin Brooks	(801) 731-1516
Vice-President:	Richard Clark Jr.	825-5823
Sec'y/Treasurer:	Ken Karchner	776-8015
ST Librarian:	Jerry Kennedy	479-3635
8bit Librarian:	Dave Young	776-6273

Next LACE Club Meeting: Mark your calendar for Wednesday, November 8, and December 13 (Games Night), 1989 at the Clearfield branch of the Davis County Library from 7 to 8:30 p.m.

LACE President's Column Atari is on the move! The recent press releases on the new TT list some very exciting specifications. This new, yet-to-be-released machine could do more to bolster Atari than the ST did in 1985, or even more than the McIntosh did for Apple. It is a greater advancement in computer technology than the Atari ST was over the Atari 8bit line.

Some facts, and interpretations as I see them, are listed below:

1. The Atari TT is based on an existing industry mini-computer standard called the VME Bus. This is in wide use here in

the US and in even greater use in Europe. It is not a dying standard like the S-100 bus, nor even stagnant. Instead, the popularity of the VME machines is still growing and will be growing more when Atari releases the TT. Other computer manufacturers are sure to follow this newest truly professional/personal consumer release.

2. The operating system of choice for the VME systems is UNIX. UNIX VME computers are presently used for process controllers in manufacturing operations here and abroad. They're also used as stand-alone software development stations. At Hill Air Force Base, they are used for real-time environmental simulators for the sophisticated Minuteman flight computers. This standard... this machine has got POTENTIAL!!

3. Is it EXPANDABLE? Certainly this is not a new concept in computers, but it is with Atari. You see VME mini-computers are everywhere and their numbers are increasing. This standard was developed by Motorola for use of the 68000 series of microprocessors and then released to other manufacturers. At this time, there are at least a dozen or more hardware suppliers with others contemplating entering the field. Competition already has lowered prices, making VME computers some of the most economical mini-computer/controllers on the market today. When Atari releases the TT, this will further lower the prices and increase the options and possibilities.

4. Atari Corporation knows that software is and will always be the selling point of a machine. Raw power without a purpose is worthless. Not to worry though, since this is an industry standard, software is already there and waiting for the Atari TT. In fact, WordPerfect has just announced that it will offer a UNIX-based version of their bestselling word processor. And, not to be outdone, Aston-Tate has announced that it too will be releasing Lotus 1-2-3 for the UNIX market. All this before the TT even hits the street! Plus, the TT has the added capability of running the existing Atari ST software already on the market since TOS is built in as standard equipment.

5. Standardization: The move away from the unique computer components arena to a more open and versatile machine is now and will be more important in the future of computing. The consumer desires the power but will not stand for the closed market approach that Atari and others have offered in the past. This is Atari's bold and wise thrust into the future and they should be proud of this new consumer-oriented approach.

Atari Warning: Timing is very important. If this is another of the forecasted product releases that end up never being released, then it is so long for Atari. Atari Corp. are you listening? The TT is so important for your corporate survival that an exhaustive and concentrated effort must be made to get this product to the US market before the competition gets wise and beats you to it. It now looks like you have the lead on this product. However, that advantage could easily slip to become a warehouse full of unwanted products when some other corporation hits the market first. Besides, we loyal Atari computer users are counting on you and supporting you! You've done it before, now do it again!



Michigan Atari Computer Enthusiast members receive, as part of their dues, Atari Interface Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community. Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. 8bit disks are \$3 each and ST disks are \$4 each, and if you buy three disks from either library and you can choose a 4th disk absolutely FREE! Non-members may purchase disks at a slightly higher rate. Mail order is also available. For a catalog of current disks in our libraries, send \$2 for either an ST or 8bit catalog to the MACE address below. Please indicate ST or 8bit when sending in your order.

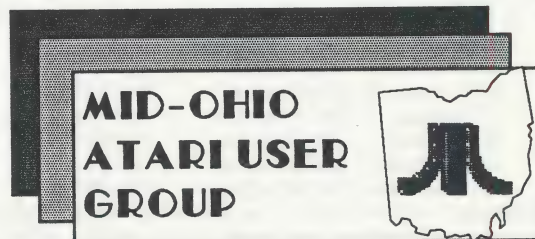
MACE meets on the third Tuesday of each month from 7:30 to 10 pm in Room 115 of the Southfield Civic Center at 10-1/2 Mile and Evergreen Roads.

MACE can be contacted at PO Box 2785, Southfield, MI, 48037 or by calling Ed Hanson at (313) 675-0044 or Bob Retelle at (313) 483-7358.

Any MACE member who contributes an article which appears in Atari Interface Magazine is entitled to a free disk from the library of his/her choice.

MACE BBS Numbers:

MACE WeST	(313)582-0657	(312/2400)
The College Board	(313)478-9647	(312/2400)
DownRiver Outpost	(313)675-4660	(312/2400)
Molin's Den	(313)420-0407	(312/200)



Mid-Ohio Atari Users' Group, PO Box 134, Ontario, OH 44862

Well, I have to say I am impressed. I was really quite certain that the newsletter for October would show up about a week late. To my surprise it arrived on the 10th of October, five days before the meeting! Thanks have to go to Bill and Pattie, who had to take all of the verbal threats I dished out, if it arrived late <grin>. I appreciate also the logo that was whipped up (I was lazy and didn't even spend the time to do it myself). In the next few months though, it will be likely that the newsletter will show up after the meeting, so be prepared!

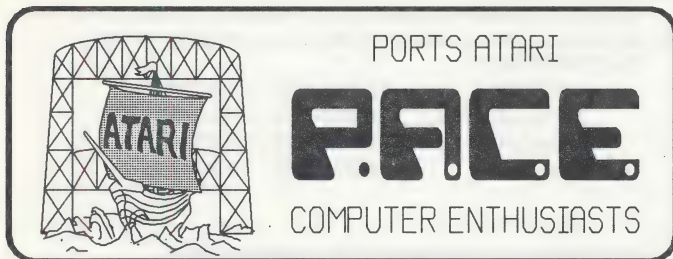
The meeting for November will be on Saturday the 11th, from 7pm until 9pm at A&B Computers, 1619 West Fourth Street, Mansfield, Ohio. Make sure you attend, because we will be taking nominations for next year's officers, and anyone not there is automatically nominated for the president position <hee hee>.

I have a few demo versions of games for the ST which I will demonstrate and distribute to anyone interested. I feel that manufacturers who are distributing these demos are using their heads, as the demos give a person a chance to check out the program without having to buy it first. A few disk utilities from

Charles F. Johnson for the ST will also be demonstrated.

I will also make a presentation of the Diamond OS for the 8bit, and possibly show a preliminary version of the Turbo-Assembler, for stock and Turbo-816 upgraded systems. As always, there is a need for people to bring in demo material. There must be more than just a couple people in the group which are buying commercial, or downloading shareware, programs.

The current treasurer's report by Crail Floyd shows that the group is well off financially. As mentioned last meeting, the club is footing the bill for the AIM subscription for current members through the end of the year. I would appreciate your comments on the magazine. Keep in mind that we will vote on this along with the club officers in December.



President	Tracy Hendershot	525-1058
Vice President	Larry Nadeau	525-7430
Sec/Treasurer	John Zupansic	394-9326
ST Librarian	Don Henricksen	729-6309
8bit Librarian	Gary Armbrust	729-6906
ST Coordinator	Geoffrey Bennett	722-3354
8bit Coordinator	Aaron Potopinski	525-1058

PACE membership is \$30 per year or \$9 per quarter. General meetings are held at 6:30pm on the third Sunday of every month. In the event of a holiday, a new date will be chosen and will be posted within the pages of this newsletter and on local bulletin boards.

Membership includes a monthly newsletter, meeting, FREE Disk-of-the-Month, access to our BBS, FREE printer ribbon re-inking, and FREE copying privileges to our VAST collection of 8/16bit public domain programs. Ports ACE is an alliance of families with a mutual interest in the Atari Computer and is an independent, non-profit organization. Any written correspondence should be addressed directly to Ports ACE, Tracy Hendershot, 4835 Crosley Avenue, Duluth, MN 55804.

From the President...Greetings from Duluth, Minnesota! We at PACE are proud to be affiliated with such a fine organization as Atari Interface Magazine. Our goal as a user group has always been to furnish members with the latest information for their Atari computers. AIM will be a valuable source of information to be used in association with our computing hobby. Hopefully, our members will be spurred into contributing submissions to this fine publication.

The logo you see above was designed by Gary Armbrust. Gary had several logos for us to choose from. Be sure to acknowledge his fine work of art the next time you see him.

Last month's Spectre 128 demo was quite interesting to those who participated. David Small has done quite a fine job in making a truly "usable" Mac emulator. Unlike the PC Ditto demo last summer, execution (emulation) was F*A*S*T! No noticeable slow-up whatsoever. We had a chance to examine

many software packages for the Mac. It was agreed that the much touted MacWrite was lacking in features. Our ST Writer 3.0 has more features and is FREE. Outprint on Ready Set Go was also disappointing on my 9-pin Epson. Text and graphics have a bad case of the jaggies. The ST community is lucky to have GDOS! Other comparisons were made, and we finally adjourned wondering what all the "hype" for the Mac is all about. Software for the Mac demo was borrowed from the Duluth Public Library.

Support for our 8bit computer is dwindling despite the best efforts of 8bit coordinator Aaron Potopinski. Rumblings about the 8bit being "dead" or "orphaned" can only be reversed by YOU! If you have decided to stay with 8bit technology (which is GREAT!), SUPPORT IT! It would be a shame to see such a fine machine die an early death. The 8bit section is what you make it. Aaron will be on hand to answer questions, demo programs, show DOS, etc.

Just a reminder that there is printer ribbon reinking on our MacInker available at every meeting. Also, we have a new batch of 3.5" DS/DD and 5.25" disks. Prices are still 5 for \$4.00 for the 3.5" and 4 for \$1.00 for the 5.25".

Finally, Micro Simulations is the hottest BBS in the area! Aside from its 53 online games, 30 megs of ST/8bit software, multi-node "chat", 99 conferences on subjects ranging from NASA to FINANCE to PROGRAMMING, it is now networked and we are receiving messages in the Atari conference from Seattle, Tennessee, and London England! The sysop has plans to broaden his networking soon. Dig deep and enjoy what telecommunications is all about!

Our next meeting is November 19th at the Wisconsin D.O.T. Building. Call any officer if you need directions. See you there!



ROCKFORD ATARI COMPUTER CLUB

**Serving the Greater
Blackhawk Area of
Northern Illinois**

Rockford Atari Computer Club serves the North Central and Northwest area of Illinois. We invite anyone in the area to attend our meetings. We meet at Rock Valley College, Rockford, IL: usually on the third Saturday of each month. Meetings start at 10 AM and feature demos on both the Atari 8bit and ST.

Our Address is RACC, 2379 Circle Dr., Belvidere, IL 61008.

Terry Frits	President/Editor	(815) 547-7718
Thom Lofthouse	8bit VP	(815) 654-1683
Dave Zolmierski	8bit Librarian	(815) 654-0247
Andy Learner	Treasurer/BBS SysOp	(815) 397-5316
Thelma Schafer	ST Librarian	(815) 633-1259
RACC BBS		(815) 397-5327

President's Message: First off, let me give a big thank you to AIM for the article on the Virus that is hitting the Atari clubs. I had to check out my own disks to see if they were infected at all

and found three. Funny thing is, they were disks I got from another club.

The first thing I did was remove them with a Virus Killer Program, then I called the librarian from the other club and let him know of my troubles. He checked his disks and found two types of viruses and wiped them out. So maybe we are wiping this out as fast as it started, and before it can do any real damage. Thanks again AIM.

The November meeting is being held the third Saturday — the 18th. We could sure use some of you to do a demo, so if you have purchased a new program or have a really favorite old one, contact Thom or myself about showing it at the meeting. I have ordered the PC Ditto II and hope to have it in time for this meeting also but don't know if it will be done.

Also on November 12 (a Sunday) we again have been invited to the Ham Fest and Computer Fair at the Forest Hills Lodge. Our club wants to do like last year and fill the thing up with Atari Clubs, Dealers, and People. So try to attend if you can. I have invited several area dealers and clubs to come and help us out like last year. We had such a great showing then that many people asked us if we were trying to take over the show. Many said they didn't know Atari had that kind of support in this area, so what we were trying to do worked really good and we would like to do the same this year. If any of you have purchased the GCR, Vidi ST, Genlock etc. please get in touch with me so we can make special arrangements to show it.

For the 8bit people, we have just purchased 10 new disks for the DOM library. Most of them are games, and some of them are close to arcade quality. So give Dave Z a call and order a few.

See you at the meeting, Terry

BBS Report from Andy Learner Our Club BBS, CAMILLE 2000, is alive and well! After a couple of serious hardrive crashes, I have finally smoothed things out. The newer 20Meg drive, turned out to be a lemon, and after several reformat, I finally took it over to ICD who said it was bad. This past weekend, we got another 10Meg to add on, so at least we have some storage space and decent size message bases. We are currently Networking, using Keith Ledbetter's Express! Professional software. The other BBS's we "NET" with are:

- ♦ Python V - LCACE club BBS — Vernon Hills, IL
- ♦ The Warehouse - Pennsylvania
- ♦ The County Jail - Cincinnati, OH
- ♦ The Wishing Well - Catasqua, PA

These are the principal BBSes, but many other boards call and net thru these other systems, from all over the country. This makes for some interesting, and informative, ATARI "Chatter".

We would like to extend our "NET" to include a BBS, from the Greater Michigan area, or for that matter, any other BBS, using the same software.

Last month, the phone numbers listed, were a little confusing... The actual # for the BBS is: 815-397-5327. Please feel free to call us any time. We are a 24 hour BBS system!!!



The ST Club of El Paso is the only Atari ST and Mega user group in the El Paso area. The ST Club has proven to be a benefit not only to new users, but also to the "old hacks" of computing. We now meet twice a month at the Richard Burges Library, 9300 Diana. The first meeting is always the second Saturday of the month, at 12:30pm. The second meeting is held on the last Thursday of each month at 7pm. Meetings feature demos of the latest ST software, as well as help for the those that might be having problems with their computers.

Membership in the ST Club of El Paso includes a year subscription to the magazine you are holding in your hands, discounts on software at Jenkins' Computer Store, and access to one of the largest public domain libraries in the nation. We also offer technical help, and we sometimes have a party or two when we run out of computer things to talk about. Voting membership is \$20 a year. Sponsored and Newsletter only memberships are \$15 a year. To become a member of the ST Club of El Paso, call 915-821-2048, or write the ST Club of El Paso at 10953 Yogi Berra, El Paso, Texas 79934.

President:	Tim Holt	915-821-2048
Vice Pres:	Morris Miller	594-1906
Sec't/Tres.:	Joann Anderson	751-2710
Editor:	Paul Stampfli	821-4861
Librarian:	Norm Bates	593-6234
ST El Paso BBS		751-7837
Data Retention Center		821-0006

Need Help? Call these folks:

Midi/Music	Morris Miller	594-1906
Word Writer	Tim Holt	821-2048
Word Perfect	Paul Stampfli	821-4861
DataBases	Dave Davis	779-7811
Animation	Terry Hughes	751-4587

From the Prez... Another meeting, and I am still amazed at the viability of our little group. If you missed the October meeting, then you missed Morris Miller's discourse on the Phasar Home Accountant. Thank you, Morris. Also, Mike Allen brought in his ST and showed off his TOS 1.4: Rainbow TOS.

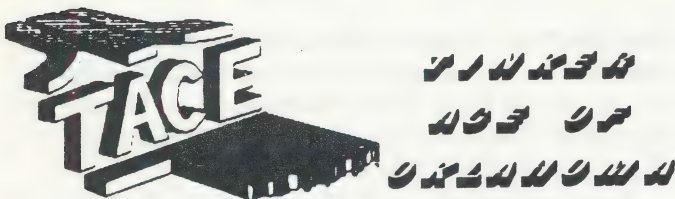
From speaking with many of you, it seems Atari Interface Magazine is a hit. The only minus side seems to be the issues come kind of late in the month. I believe AIM has a great potential. Just think, sharing knowledge and articles with user groups all over the country! I spoke with the folks at AIM, and they are trying to make it a snazzy publication. They are also concerned that New Mexico get the issues about a week before the folks in El Paso. Says something about the US Post Office if you ask me. Rumor has it that several other user groups are going to join AIM as well. Great! The more the merrier. I hope that those folks that were chiding us on some local BBSes for joining with AIM are now eating their words! "Rip off," they said. Well, I think not.

The Christmas season is popping up pretty soon, and we will be having some exciting offings for the season. We will have a \$100 raffle to Jenkins' Computers (Paul better not win this time!), and are planning on having a season get together at Capetto's Restaurant on Montana (you will have to pay this time..sorry), and of course we will have the second club AUC-TION at the December meeting. So bring your ST stuff, and earn a little for the holiday season. (You can pay for dinner at Capetto's! See how my devious mind works??)

The December meeting will feature IBM emulators, and Paul will demo PC Ditto II. If anyone in the audience has PC SPEED, please let me know before the December meeting. Speaking of Paul, I don't know how many of you realize that we really have a budding writer in our editor. All his articles have a laid back, down-home style. He speaks his mind without offending, something I could learn if you have been on any local BBSes lately. Thanks for the articles Paul. Keep up the excellent work!

The new year rings in with a demonstration of the Migraph Hand Scanner and Touch Up. Pete Rosh has asked you to bring in any photos that you may want to transfer to disk for this presentation. Put your wife on disk! Reduce your mother-in-law to 200,000 kbits. I get goosebumps just thinking about it. February has the Spectre GCR MAC emulator being demoed, and March deals with Word Processors. April is Game Month, where the entire meeting will be devoted to the ST as a "Game Machine!"

Don't forget our second meeting of the month. I would like to welcome any new members, and encourage you to become an active member of our club. I have been delighted to see people come all the way from Las Cruces, and even Alamogordo to see our club. Spread the word, and maybe we will become a monster club like the one described by Paul in his Right Brain this month. Keep 'puting! Until next month, Tim



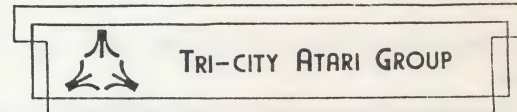
TACE -- Tinker ACE of Oklahoma meets the first Saturday of each month at 1pm (12:30 set up time) in the Moore Public Library, 225 South Howard, just off of SW4th and I-35 in Moore. TACE can be contacted at Route 5, Box 539, Blanchard, OK 73010 or at the TACE BBS (405) 755-9561, 24hours. 3/12/2400 baud, running Oasis 4.3 software with over 60megs of online storage, ST & 8bit support. Dues: Full - \$20.00, Correspondence - \$15.00.

President	Michael Beard	(405) 793-7978
Vice President	Greg Ray	(405) 964-3765
Sec/Treasurer	Stephen Moffitt	(405) 732-8449
Librarian	Greg Yelle	(405) 390-9184
BBS SysOp	Rick Spencer	
Technical Advisor	Ron Hamilton	(405) 387-5649

Where was everyone? We had a nice demonstration of the Express! cartridge... at least we would have if it was not for the unfortunate fact that the telephone in the library used a non-standard plug in. Oh well! Mr. Leazott showed us some of its features anyways.

There is still some discussion about joining up with the OKC 8bit club. What are your thoughts? We had a lot of fun, and we wish to see more of you all at the next meeting in November (which you will probably not see this before!)

Stephen C Moffit



The Tri-City Atari Users Group meets the last Saturday before the 18th of the month, at 2pm at the Rudy Zauel Memorial Library, on the corner of Center and Shattuck in Saginaw Township. Upcoming meetings are September 16th, and October 14th, 1989. Officers:

President	Steve Volker	(517) 793-2955
ST Librarian	LeRoy Valley	686-6796
Treasurer/Sec'y	Marty Schmidt	792-6029
8 Bit Librarian	Ted Beauchamp	686-8872

Club dues are still only \$20.00, which provides support for both the 8 Bit and ST, and full access to the club's PD library, along with a year's subscription to the Atari Interface Magazine. Check your mailing label, if you need to renew, (or haven't joined us yet!), DO IT NOW!

First Up... Listen to this fellow on-liners!! Darkside BBS, the official BBS of TAG and run magnificently by John Demo and his loyal pack of Sysops, has a special offer just for us! From now until further notice, for every user a member gets to subscribe to Darkside, John will contribute \$3 of the subscription fee TO TAG's CLUB FUND!! We already have a reduced subscription price of \$15 dollars instead of \$20. This adds up to a great deal!!

When was the last time you logged on? Maybe you aren't aware of just what new features have been added lately. The board is up to 160 MEG of on-line storage, (soon to be 200 MEG), it has three nodes (active telephone lines), a 3-way CHAT mode, a separate Atari conference, and an on-line newsletter that is being continually updated by our own Mike Ranger. Maybe next time you get the "GEnie itch," you might try a Darkside "scratch" and save a little greenback too! Thank you John and Neil Demo for all the work, time and investment you have put into this BBS.

What You Missed! If you didn't make it this meeting, you missed one of the most action-packed gatherings all year. Before the formal meeting, there was a buzz of conversations everywhere. Al Jennings couldn't say enough about the new Dungeon Master genre game called BLOODWYCH (maybe we can get him to do a demo in January), and everyone was mulling around Bryant Lefreniere's equipment he had set-up for the month's demo. About five minutes into the meeting, LeRoy came barreling in with two sets of TOS 1.4 Roms, and the club as a whole gathered around a table in the back and watched as he upgraded Gerry Monroe's 1040. Though LeRoy explained that some of the other machines, (notably those with a two chip Rom set), and the Megs are more complicated, what he was doing looked easy enough for ME to do. I caught myself drooling when, a few minutes later, the new operating system was booted up. LeRoy went over a few of the improvements while we watched, like a new file select box, a more sophisticated diskcopy window, a number of new Hard drive utilities, better file management and a new FASTLOAD feature.

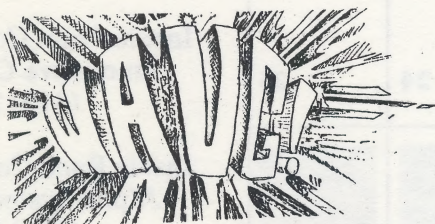
As we stumbled back to our chairs with visions of eproms in our heads, Bryant Lefreniere began his demo. Now picture this...Bryant's 1040 hooked up to LeRoy's All-Rez color monitor

(Sharp!), attached to LeRoy's new DeskJet Plus, a 40 meg drive (I don't know who this belonged to!), and the new Migraph Hand Scanner. All this and STILL the power of Migraph's TouchUp nearly exceeded that of the hardware! It runs in all three resolutions with just some minor file manipulations for printing and such, had selectable D.P.I. up to 400 dots per inch, has a number of drawing utilities that a lot of CAD programs don't have (but should). In short, it had so many features I can't even remember them all, plus it takes input from the Hand Scanner. And by using daisy-linked disks, the size of the picture is virtually UNLIMITED! Oh, and ask Neil Demo about the postcard Bryant made with his portrait on it.

What You Shouldn't Miss Remember, next month is the face off between Marty Schmidt and the word processor WordPerfect 3.2 and LeRoy Valley and 1st Word Plus. Also possibly a look at the new accellerator boards.

On Another Note The next Consumer Showcase at Fashion Square is in January and will need all the support we can get, so let's volunteer.

Equipment volunteers for November: Marty Schmidt is bringing his complete system, including his new LQ850 24 pin printer.



The Washtenaw Atari Users Group meetings are held every second Tuesday of the month at 7:30 p.m. in the Michigan Union Building on the campus of the University of Michigan on State Street at the corner of South University in Ann Arbor.

Club dues are \$15 per year and provides access to the PD library and subscription to AIM magazine. Meetings feature demos of both 8bit and ST software and hardware. Non-members and questions are welcome. Officers can be contacted by BBS on Molin's Den at (313) 420-0407.

The next meeting of WAUG will be held on November 14th in the Wolverine Room and will cover Desktop Publishing. The December meeting on the 12th, as usual, will be game night.

From the Treasurer: Hello again! The financial action for July was down considerably with only the AIM expenses and no income. In August, we added three new members to our group: Robert Dorman, Ralph Salmeron and Thomas Spangler. We also had five renewals: Greg Kemp, Roger Lundberg, Bruce Moore, Bob Parker and (winner) Jim Shillington. We also had numerous 8bit and ST disk sales, making August 1989 the record income month in the history of our group (not including Atari Show Months). We had three renewals in September: David Geiger (Ohio), James Sinkovich and Roger Tanner. The attendance at the meetings has been average, but we still have plenty of room

for everyone. HAPPY THANKSGIVING to all.

Minutes of October's Meeting: The October meeting of the Washtenaw Atari Users Group was held on Tuesday, 10/10, at 7:30 p.m. in the Anderson Room(s) of the Michigan Union.

Craig announced there was some possibility of WAUG setting up a booth at an upcoming computer show, but details are sketchy at this time. The officers will likely discuss this more in the next officer meeting.

Co-editor David Brzezinski showed off his newly-acquired Koala Light Pen by demonstrating how it was more "maneuverable" and accurate than the Koala Pad for drawing. David's own rendition of a ninja turtle would make a good picture to paint on a pumpkin at Halloween, especially if he could also transfer the scrolling rainbow effect which seemed to make this poor critter's eyes come to life!

8Bit Librarian Mike Millage showed the Movie Maker system, an oldie but goodie from '82, followed by the Graphic Master from DataSoft.

Craig gave us a guided tour of the Audio/Video Sequencer by showing us the much acclaimed CatNap demo. Craig noted this version of the demo left only 170 bytes free in his 2.5Mb system.

Vice-President Rick Schrader showed us a fractal generator called Creation from STart Magazine, and gave us as good an explanation of what fractals are as most of us had ever heard. Degas Elite was next, followed by Rick's "Horses from Hell" using Pixel Pro. Not to be suppressed, Rick continued with Antic's CAD 3D and finished the evening's demonstrations with Computel's 3D program and the Aegis Animator which has recently been released into Shareware.

Craig announced that the officers felt it was time for the club to purchase its own ST rather than depending on monthly volunteers. The club is financially stable enough to afford such an expenditure and a poll of the members present was virtually unanimous. Responsibility for transportation/care of the computer and disk drive would fall on the Vice-President who is, according to the Charter, in charge of arranging hardware and meeting space for club events.

ST Librarian Russ Crum described the ST Disk-of-the-Month which contained The Aegis Animator, ART ST v2, GFA Object and GFA Vector and GFA Basic (as an added bonus...). Russ also announced there is a new catalog disk.

A poll was taken to determine how many of the club's members would be affected if library disks were to be made only on double sided disks. There was no dissent, so Russ will likely proceed to make changes as he sees fit in the future.

Craig announced that the November meeting would feature Desktop Publishing. Following a quick Q&A session, the meeting was adjourned at 9:30pm.

Special thanks to the good people at State Street Computer for the impromptu loan of a power cable for Craig's hard drive which happily saved him from making a quick round-trip home for the one that got away. Michael Olin, WAUG Rec. Sec'y

November 1989

Events Calendar

AIM Advertisers

SUN	MON	TUE	WED	THU	FRI	SAT
			GRASS	GLASS		TACE
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5	6	7	LACE			COAC El Paso GKAUG MAUG
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December 1989

Events Calendar

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						TACE
					1	2
3	4	5	GRASS	GLASS		COAC El Paso GKAUG MAUG
					8	9

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